

STAR WARS LORDS OF THE EXPANSE

CAMPAIGN GUIDE



Chapter One

The Tapani Campaign

Introduction

The *Lords of the Expanse* campaign setting provides you with a freeform base for your adventures. You can do what you want with it: run Imperials, nobles, Rebels, Herglic pirates—whatever. There is a trade-off of course; while you have the freedom to take a campaign in the direction you and your players are most interested in, you also have more work to do in getting there. The goal of this book is to help get you up and running.

Chapters Four through Seven feature adventure sites you can use in your campaign. Some can be used once, while others can be used on a recurring basis.

Stability in a Volatile Sector

Tapani sector is designed to be a dynamic campaign setting that West End Games can build on as time goes on. In future products you can expect to see significant developments in Tapani sector as the chronology forward into the last years of the Empire and the dawn of the New Republic. Houses will rise and fall, the Empire will invade *en masse*, and war will come to Tapani.

However, we recognize that having a dynamic setting puts you in an awkward spot. You might spend months of gaming setting up a certain house to be the centerpiece of your campaign, only to discover that the latest supplement has destroyed it!

To help you build a stable foundation in Tapani sector, we have set aside one of the houses and several worlds which belong to

you alone from this point on. House Calipsa is yours to do with as you will. We may set adventures in it, singe it a little, or explain how it reacts to certain large-scale events, but we won't be blowing it up. Much. We'll also leave Shella, Caloria, and Aleron alone and most of the minor worlds in the Expanse and Freeworlds Region. They're all yours.

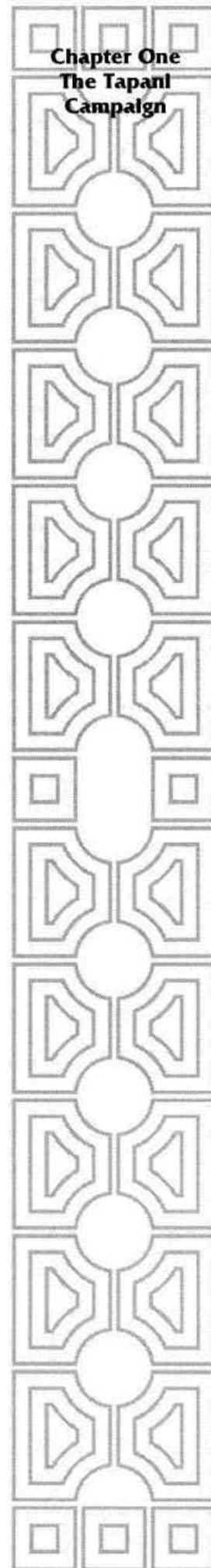
If, of course, you could care less about building your campaign around books that may or may not ever see the light of day, by all means use whatever you want however you want to. Kill off all the lords of House Mecetti. Have the Tallaan star go supernova. Have a ball.

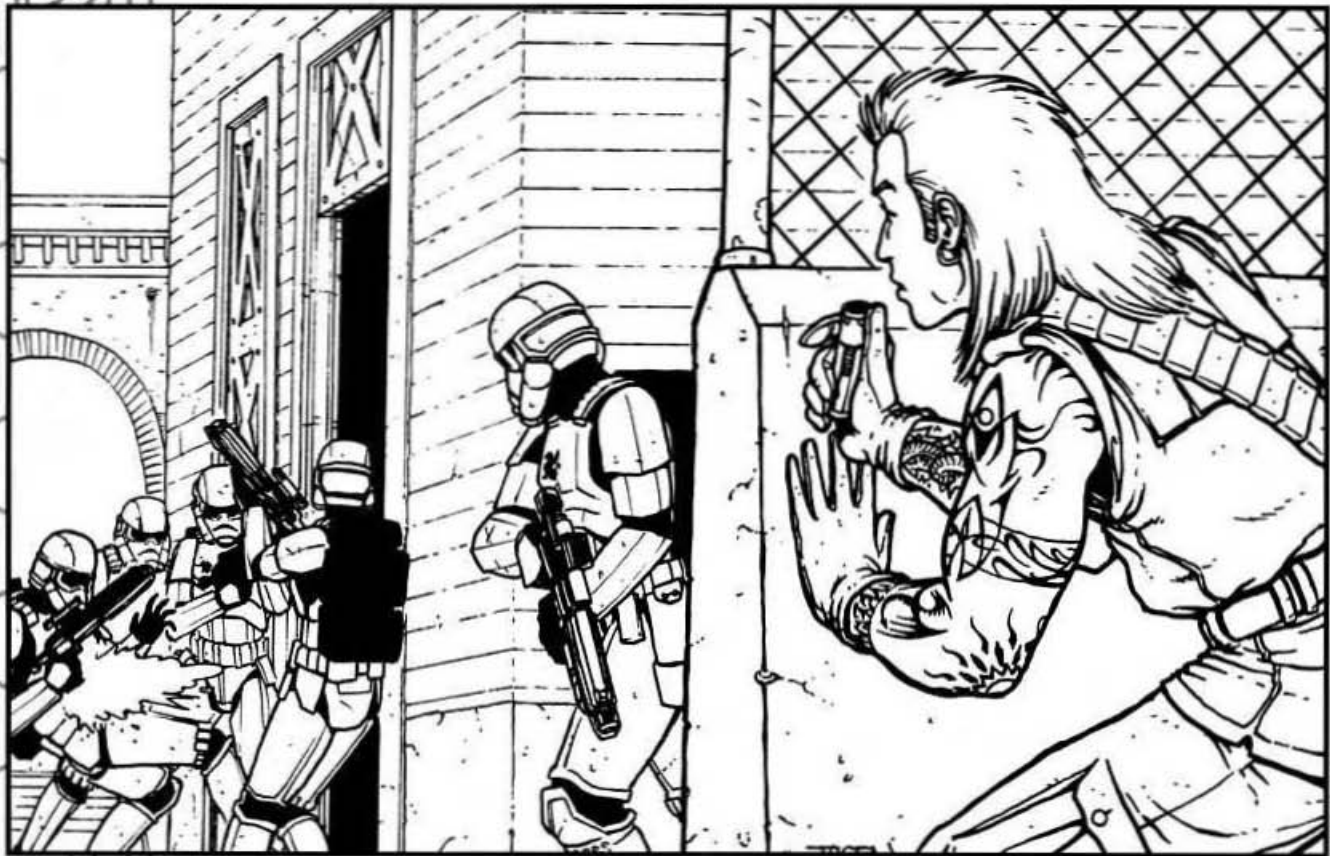
Just Add Black and White

The traditional *Star Wars* setting is fairly stark in defining the universe in terms of black and white—the Empire is evil, and the Rebellion is good. There isn't much gray in the movies, aside from characters like Lando, Han, and Boba Fett. The Tapani sector, on the other hand, is pretty much made up of various shades of gray, ranging from light slate (Pelagia) to dark charcoal (Mecetti); more realpolitik than washbuckling derring-do.

You've got several otherwise sympathetic houses which are willing to cut moral corners to protect themselves. On the other hand, where you're expecting to find a ruthless goose-stepping Empire, you've got a collection of smiling and considerate Imperial leaders (at least on the surface). Don't exactly give you a rudder to steer by, do we?

You're in one of two situations at this point. One is that you love the moral ambiguity of





Jacen Burrows

Tapani sector. You're sick of campaigns featuring boy scout Rebels and lovable scoundrels with lop-sided grins. You want to play Imperials. You want to play nobles who plot, skulk, blackmail their way to the top, and poison their grannies. You want grit and glamour and not *having to Do the Right Thing Because You're Supposed To*. Congratulations, you've found your box set. Cynic.

The other situation is that you *want* a moral center to your *Star Wars* campaign. Space opera isn't about shades of gray and turning on allies; it's about heroes being heroic, and saving the galaxy and doing things Bigger Than Life. There should be a Cause to fight for and evils to foil. If this sounds like you, you've found your box set too.

Because there is plenty of black and white buried in Tapani sector. It's up to you to isolate and emphasize the aspects of the sector that appeal to you, and provide your players the moral framework they need to play out adventures the *Star Wars* way. For example, you might emphasize the cadre of Melanthan lords conspiring with the Empire and present them as foes to Rebel characters. Or you might focus on the Mecrosa and their rise as a dark side power.

Players and Tapani Sector

Basing a campaign in Tapani sector raises a few issues we ought to cover before getting into campaign specifics. Most *Star Wars* players are accustomed to playing galactic drifters. Whether Rebels or independents, their characters never stay in the same place for long or have roots in a specific community. They may have once had a family or life in a community, but the Empire destroyed it.

In a Tapani-based campaign, things are different. The characters live here, and in many cases grew up here. People know them. Their families live here. Nobles are especially high-profile. In engaging in risky behavior, they have not only themselves and their extended families to consider, but the honor of their houses as well.

If Rebel characters blow up an Imperial base, chances are it is just down the street. And if they are recognized...well, things could get nasty; not only for the characters, but their relatives as well. Even if the characters aren't Rebels, they must take special care to avoid being caught doing something embarrassing or illegal. They might escape, but the Empire

will make sure their extended families suffer. Being a house noble is a mixed blessing—the house has an interest in covering up scandal, but scandals that do get out are much more damaging, for the house as well as the noble.

You can, of course, avoid such issues by constructing your campaign in such a way that the characters need not worry about the consequences of their actions and don't have to worry about anyone else but themselves. But giving characters a past and anchor to the sector—a family home, parents, friends, and so on, can enhance roleplaying for everyone involved. If you go this route, though, make sure that the players know that actions have consequences, and that subtlety is called for when bending or breaking Imperial law.

Group Balance

Gaming in Tapani sector is more class-conscious than the typical *Star Wars* campaign. Characters may be positioned in different social strata; while one character might be a house noble, another might only be a humble doctor or merchant.

To maximize playability in the group, it might be best if characters can move from one social strata to another during the course of the adventure. Perhaps they are nobles who can slum with the common folk when the situation calls for it; maybe they are Rebel spies with iron-clad covers as minor country squires.

Bringing Characters into Tapani Sector

Bringing characters into an *Expanse* campaign from ongoing campaigns is a fairly simple matter. Independent character types can simply arrive in Tapani sector any time they like.

Rebel characters may have come here on assignment—to start a new cell in Tapani sector. Perhaps they are too well known in the Outer Rim to continue operations there. Probably the best reason is that the Alliance is trying to allocate its resources wisely; the characters, being experienced operatives, are better-suited to the delicate job of establishing a cell in Tapani sector than amateurs.

The biggest concern in bringing in pre-established characters is power. It is likely that the characters will already have ample ships, weapons, droids, and other items necessary for starting a cell; far more than are provided them by the Alliance. You might need to adjust the power level of the opposition (especially in terms of the adventure in this book), and you might also need to adjust rewards and motivations.

The Rebel Campaign

Playing a Rebel-oriented campaign has lots of appeal for many gamemasters and characters. In Tapani sector, the secret base model doesn't work very well, since the sector is largely explored (there are exceptions, of course, like Port Bianco and Alabard's Comets). Here are two alternative options to consider.

The Rebel Cell

The characters are members of a Rebel cell operating in Tapani sector (Chapter Three presents a sample cell you can adapt for your campaign). The cell is very much on its own. It is dependent on local cell members and sympathizers for funding and equipment, and it is unlikely that the Alliance will be able to bail it out if it gets in trouble.

Every cell needs a central driving goal to give it focus and drive. Here are a few sample long-term missions:

- Establish a secret bacta pipeline from Tallaan to a pre-established Rebel rendezvous point.
- Sabotage military assets in the Tallaani system.
- Set up a pirate holostation and broadcast pro-Alliance propaganda to the sector.
- Bomb Imperial military sites.
- Build popular support for the Rebel Alliance.

Naturally, the characters will get involved in adventures unrelated to the central mission, but having something to shoot for helps the characters (and players) measure their success as a Rebel cell.

Most cell members will have local covers. Some will come into the sector and establish fake covers, while natives will simply continue on with their lives while moonlighting as Rebel agents. Most of the characters will be citizen spies and activists rather than professional operatives.

The Rebel cell campaign will likely feature a lot of roleplaying scenes, as characters probe their contacts and acquaintances for leads and information. This campaign setting is a good choice if you enjoy playing gamemaster characters, because it requires a large cast of support characters—from fellow cell members and contacts to sources in the Imperial army and the Tapani houses.

A Rebel cell campaign needs a few well-defined villains, or at least foils. Senior members of the Imperial sector government make

good choices. A particularly colorful Imperial investigator sworn to apprehend the cell members makes an interesting acquaintance (naturally, he has no idea the characters are actually in the cell).

The presence of the Justice Action Network presents two huge problems for a Rebel cell active in the sector. The first is that any work the Rebels do in gaining support among the populace will be lost the first time the JAN blows up a daycare center to call attention to the atrocities committed by the Empire—Imperial propaganda mills don't have to work very hard to tie JAN suicide bombers to the Alliance.

The second problem is that when the JAN strikes, the sector security forces (both domestic and Imperial) kick into high gear. This makes things extremely uncomfortable for anyone with something to hide, namely Rebels. Trying to keep a low profile and the Imperial heat off is a difficult and trying task for the Rebels in the sector.

JAN's status in the sector when the campaign starts is up to you. You could start the JAN off in full flower, with a fine portfolio of atrocities under its belt. You can have more fun, though, by holding the JAN in reserve for a while. Let the players get their feet wet and get used to operating in a dangerous area with little support, and then, just when they think they are getting a handle on things, throw the JAN problem at them.

Rebel Privateers

The characters have a small capital ship, and spend their time cruising the sector looking for Imperial vessels to raid and destroy. This is a fairly straight-forward campaign setup. You'll want to develop the fringe areas of Tapani sector more, especially Port Bianco in Danju system.

For variety's sake, introduce subplots to keep the game from devolving into an endless series of raids and highjackings. Have another band of pirates move into the area—a group who does not want competition! Start some intrigue in Port Bianco; maybe a character acquires some rivals, or gets involved in a romance.

In time, a special task force of Imperial ships will be assigned to track down and destroy the privateers. The characters may evade them easily at first—until the Imperials obtain an Interdictor cruiser and begin setting traps.

Look to *Pirates and Privateers* for more specific guidelines on running a privateer campaign.

House Campaigns

We've devoted a lot of space to describing Tapani's noble houses and their various plots and centrifuges. There is plenty of material here for a politically-oriented house campaign, whether tilted toward the Alliance, the Empire, or the house itself.

Emphasize the glitz, glamour, and prestige of being a noble or associated with nobles in a House Campaign. Fill the characters' lives with fantastic resorts and palaces, fancy dress balls, yacht races, hunts, and first-class treatment everywhere they go. Let them indulge themselves—you'll complicate their lives plenty along the way.

It is important to choose the right house for the characters to be affiliated with. Houses Cadriaan and Pelagia are the most sympathetic environments for pro-Rebel types, while Mecetti and Melantha are more Empire-oriented. The other houses are relatively indifferent to Rebel-Imperial conflict, which makes them good choices if you want to run a campaign where the Galactic Civil War takes a back seat to sector concerns.

One way to increase tension and pressure is to place the characters in a house hostile to their interests: Rebels in House Melantha and Imperials in House Pelagia, for example. This opens them up to internal threats as well as external ones. It also means they can try to reach out and make alliances with members of "enemy" houses who support their position (a rich opportunity for roleplaying, because not everyone they contact will trust them).

House feuds are sure to play a large role in any house campaign. You can draw in major issues like the Pelagia-Melantha feud, but if such fights are too large in scale, try picking something a bit more local, like a feud between families. It isn't necessary to define the origins of the feud—most have been going on so long the original reason for the fight has been forgotten. Note that feuds need not exist only between houses; feuds between families within the same house are not unheard of.

It's Good to be Lord

The characters are nobles. Some may be lords and ladies with real responsibilities, while others might be young idle playboys or charming debutantes. Still others may be commoners who are welcomed in noble enclosures, like flashy gamblers, popular entertainers, Imperial officers, and artists.

The focus depends on the type of campaign you want to run. The characters might be haughty nobles by day and Rebel operatives by



night, (think Zorro or the Scarlet Pimpernel). They might be allied with the Imperials, carefully plotting to undermine the royalists in their house and take over the house in the name of the Empire. Or they could simply be of and for their house, protecting its assets from rival houses.

House campaigns are more roleplay-intensive than the typical *Star Wars* campaign. There should be an even mix of roleplaying and swash-buckling adventure, rather than a lot of action interspersed with a few roleplaying scenes. As in the Rebel cell option, this means you have to develop a large stable of interesting gamemaster characters, many of whom will be nobles of varying rank.

As always, a well-defined set of villains is important to give the campaign focus. Roleplaying balls and drawing room encounters can be fun on their own, but work better if there is some tension in them—such as having two mortal enemies forced to be civil to one another in a social setting.

Develop a base of operations for the characters. A manor house is a good choice. Flesh out the gamemaster characters of the household, from other family members to guards, grounds keepers, and butlers.

Some conflict ideas to fuel a Good to be Lord campaign:

- The house is threatened by an internal secret society that is plotting to overthrow the house's leadership—including the characters' sponsor on the privy council. You can also invert this and have the characters play the subversives.

- Anti-alien sentiments begin creeping into the house, causing rifts between pro and anti nobles, and definitely between the nobles and commoner aliens active in the province. A particularly good choice for House Cadriaan, which has alien nobles.

- A major feud flares up between two families or houses. The origins of this feud are well-known to all (though participants may debate what actually happened). Perhaps a young noble was unjustly killed or seriously assaulted by a member of another house. Maybe one house was caught red-handed sabotaging a major asset of another, or two system navies clashed at a border. Whatever the cause, the feud grows to embroil everyone in both houses, and even some of each house's allies in other houses. You can bring things to the brink of war if you like.

For some strange reason, players glom onto the character types which provide benefits and advantages over the others. If you are

starting a Tapani-based campaign, there may be a lot of interest in your group in playing nobles, who, it is presumed, will be able to run around with lots of money and servants.

Assuming you have no real objections to this idea, be sure to balance benefits with drawbacks. If a character is well-thought of and rich, he isn't going to have much privacy. Think how difficult it may be to spy for the Rebellion or carry on a double life as a smuggler if the media trail along after you everywhere you go, looking for candid celebrity shots. The lack of privacy is the underside of celebrity.

Troubleshooters

Troubleshooters are the commoners who are well-paid to do their house's dirty work. This campaign choice brings the action down to the nitty-gritty level common to traditional Rebel campaigns. Many of the objectives and mission types will be similar in style, only focused on a rival house rather than (or in addition to) the Empire: sabotaging and bombing enemy assets, eavesdropping on secret meetings, blackmailing influential members, infiltrating hostile installations and manors, and so on.

The cast of regular or semi-regular gamemaster characters can be relatively small—the characters' house sponsor or employer, a few weapons and ship specialists and

contacts, and perhaps family members. The characters themselves can be bodyguards, slicers, communications specialists, etc. (The House Troubleshooter character template, provided in this set, is obviously a good place to start.)

The conflict ideas presented in *It's Good to be Lord* can be used in a Troubleshooters campaign. The difference is that for the troubleshooter, resolving problems will involve a lot more sneaking into places and breaking things, and less parties, balls, and yacht races.

Imperial Campaigns

Imperial campaigns are possible in Tapani sector. The characters can play Imperial government officials, military personnel, or civilian supporters.

High Diplomacy

The High Diplomacy campaign puts the characters into the roles of Imperials who move in the same circles as the nobles of Tapani. They are aides to moffs and governors, mid-level officers in the Imperial Army and Navy, and civilian advisors to the Imperial government.

The goal of the High Diplomacy campaign can vary. The characters might be charged with improving relations with the Expanse and Freeworlds governments. They might be on assignment to undermine these governments and prepare the sector for Imperial annexation. They may even be on the lookout for upper-level Rebel sympathy among the houses, and possibly Rebel cells. Whatever it is they are supposed to be looking for, make sure they find it—and plenty of trouble, too (if the Rebellion doesn't rear its head, the JAN definitely will).

Officially, Imperial characters can call on the might of the Empire to expose traitors and corruption. In reality this happens very rarely, because the Tapani nobles aren't interested in the Empire poking around in their closets—no matter how they feel about the Rebel Alliance—and have the power to discourage such investigations.

The houses own the media, the police, and the military. They can hush up a lot of scandal. They have skilled intelligence nets to sniff out squealers and witnesses, and most have the means and will to make such folks disappear forever.

Many Tapani lords have more pull on Imperial Center than do the Imperial governors assigned to Expanse worlds—let alone their aides, assistants, and secretaries (i.e., the characters). If a house lord asks an Imperial assigned to the sector to hush his underlings up

House Secrets as Adventure Seeds

Over the centuries, the Tapani houses have each accumulated a fair number of skeletons in their closets. We've mentioned only the most major secrets of each house in the *Gamemaster Guide*. The actual number of plots, factions, and dreadful secrets each house has accumulated over a hundred centuries or so is enormous.

You can use these plots and secrets to generate any number of scenarios and adventures. Bear in mind that these are dangerous secrets, and when they get out they will have a definite impact on your campaign—if they don't lead to the characters' deaths!

Many of the secrets would cause a lot of damage to the house keeping them should they get out—which means that those who uncover these secrets have a good bit of blackmail power. Naturally, the problem with knowing something that can destroy a group of dangerous, powerful, and desperate people is that their first instinct will be to crush the blackmailer—and with their considerable resources, a house is likely to do just that.

in return for favors on Coruscant, he'll probably go for it.

Don't tell the players all this. If they are foolish enough to think they can call in the Imperial cavalry at the first sign of Rebel intrigue, give them a rude wake-up call in the form of a knife in the back.

Don't forget that the JAN is active in Tapani sector, and that the characters make excellent targets. They won't be able to go anywhere without at least a small chance that their landing bay will blow up while their ship is in it. Make sure the players *do* know that.

ISB vs. Ubiquitorate

We've set up a rivalry between the Imperial Security Bureau and the Ubiquitorate. You can run a campaign where the characters are spies for one of these agencies, competing with the other for tips, arrests, resources, patrons, and funding.

As spies and agents, the characters are charged with going undercover and ferreting out Rebel and JAN operatives and other traitors. They might do this at an upper level, as in the High Diplomacy campaign, but they are more likely to move on lower levels of society—among Mining Guild officers, mid-level knights and barons, police units, fringers, and students. They may even try to get to Port Bianco, though that will be very difficult.

As rivals with the other organization (either the ISB or Ubiquitorate), the characters might be engaged in all sorts of activities designed to elevate their agency at the expense of the other one. Spying, blackmail, frame-ups, blowing covers, sabotaging investigations, and slicing into the rival's databases are all potential ways of doing this. And goodness, if the characters find a hint of Rebel spies in the other camp, they can have a field day.

Of course, what if they find out they have Rebel spies in their *own* office? How to get rid of them without losing major face with the main office on Coruscant? The rival organization is sure to make a lot of such a failure. If you want to be *truly* wicked, ask one of your players to play a Rebel or JAN spy in the group!

The Empire Cometh

The Tapani sector, as presented in this box set, is a place frozen in time. Certain tensions and potential collisions have been set into place, ready to be triggered and set into motion whenever you please. These situations (the JAN, the rising influence of the Mecrosa, the ISB-Ubiquitorate rivalry, and so on) serve to provide the campaign with a certain dynamic action. They give the setting a certain feeling of



reality by giving the players the impression that big things are happening around the characters.

The biggest upheaval waiting in the wings is the Empire's direct annexation of the Freeworlds Region and possibly of the Expanse as well. As we said in the *Gamemaster Guide*, this event is going to take place in the near future (and will be reflected in some of our future releases). Just what form this invasion takes is up to you, however.

The mini-campaign in this book features an anti-Empire plot to blow up one of the Empire's precious torpedo spheres, which is undergoing repairs in the Tallaan dockyards. This event is more than enough to get the Empire into the sector. But if you don't want to use the torpedo sphere idea, there are other options. If the characters are Rebels, perhaps their activities are finally having a large enough effect that the Emperor feels things are getting out of hand. Maybe an interhouse feud flares into violence, and two houses go to war. Maybe the JAN just get too active.

The Empire needs some pretext for coming into the sector, and since Palpatine would rather not divert his military resources to invade

Tapani at the moment, it should be a good one. Whatever you chose, try involving the characters in the grand scheme of events. Let the players feel their characters are playing pivotal roles in a large epic.

Readers of the *X-wing Rogue Squadron* comics know that the Jedi Junak is doomed to be burned down defending Mrlsst Academy (this is revealed in the *Phantom Affair*). If the characters have been introduced to Junak at some point, you can build a dramatic adventure around this event.

The events, briefly, are these: When the Empire invades the Freeworlds, it discovers that Junak is the Ghost Jedi. The Navy surrounds Mrlsst with warships and demands that Junak surrenders. If he doesn't, the Imperial admiral says, the Empire will burn Mrlsst's campuses and cities to slag. Unable to bear such a weight on his shoulders, Junak agrees to turn himself in if Mrlsst is spared. When he steps out in the open to surrender, he is burned down on the spot. Amazingly, the admiral is good for his word, and spares Mrlsst from orbital bombing. However, no plant will ever again grow on the spot where Junak died.

Chapter Two

Sector Map

As we mentioned in the *Sector Guide*, getting around Tapani sector is a bit tricky, thanks to the interstellar debris drifting into the hyperspace lanes. Here are some rules and notes to reflect this, as well as a gamemaster map to the sector that reveals some of the sector's secret routes and uncharted systems.

You'll notice that the player poster map of the sector does not have travel times for hyperspace routes printed on it. This allows you to decide for yourself how long it takes to get from world to world. The Gamemaster Map in this chapter includes suggested travel times, but you can alter these as you see fit—because of the debris, travel times are constantly fluctuating.

Rules for Tapani Astrogation

To travel safely through Tapani sector, a pilot must stop in every system and consult its resident hyperspace buoys for up-to-date navigational routes before jumping to the next system. This procedure takes about half an hour, but does not require the ship to be near the buoy—it could be on the other side of the system.

Traveling along the Shapani Bypass requires one Easy *astrogation* roll (and the ship does not have to stop at each system). Major hyperspace routes require a Moderate roll, but a new roll must be made for every system. Most minor routes require a Difficult roll, but there are exceptions (see below). Again, the pilot needs to make a new roll for every system.

A pilot can plot a jump straight through a system without stopping or updating his data,

but that carries significant risks of collision with debris. When attempting to skip a system, the pilot's *astrogation* difficulty number doubles *for every system skipped*. The rules for traveling through hyperspace are presented on pages 117-19 of the rulebook.

The following trade routes are minor lanes which require additional comment. Following each entry is the *astrogation* difficulty associated with that run.

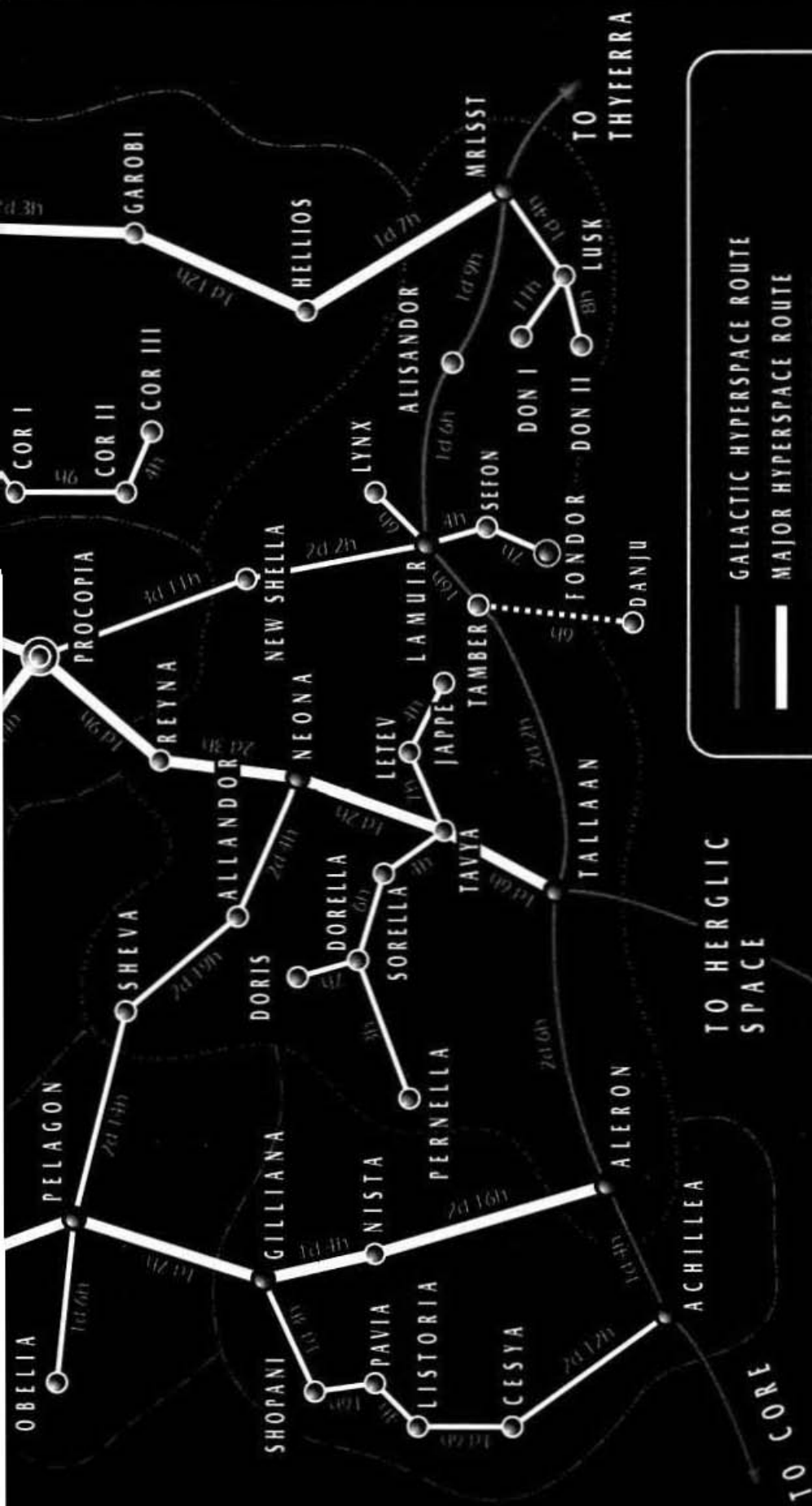
Calipsa Run. The Calipsa Run is a fast shipping lane which links Calipsa Province to Mecetti Province and the Procopian Shipping Lane. Until recently, it was neglected by bulk cargo shippers because the speed gained on the Calipsa Run is lost in the Estasph-Procopia passage—shipping through Cadriaan is much quicker. Now that Cadriaan has enacted stiff new tariffs against Calipsa, however, it is actually economically more feasible to ship goods through the Calipsa Run. Difficulty level: Easy.

Three Ellas Run. The Three Ellas Run links Sorella, Dorella, and Pernella in the Freeworlds Region. The three ore-rich systems are heavily settled with mining installations. Difficulty level: Moderate.

Leozi Run. The Leozi Run links one-third of Mecetti Province's worlds together. Thanks to the near-absence of debris in this area of space, travel along this hyperlane is extremely fast. Hyperspace buoy stops are not required on the Leozi Run. Difficulty level: Easy.

Cor Lane. The Cor Lane runs from Barnaba to Cor III in Barnaba Province. It too is a fairly clear area of space, but it is still necessary to stop and update navigational charts from system to system. Difficulty level: Moderate.





Chapter Three

Sample Rebel Cell

In an ordinary Rebel campaign, the action is usually centered around a secret base like Yavin 4 or Hoth. There are a few places in Tapani sector where such a base could be hidden (and at least one where such a base *is* hidden), but the odds of discovery make the establishment of such bases extremely risky. Most Rebel groups operating in Tapani sector are organized into cell groups based in urban centers.

This chapter gives you some basic material you can use in designing your own cell. What you want the characters to accomplish with the cell is something you need to decide with your players. In Chapter One we cover a few ideas. You can use these or develop your own.

Background

The characters have been charged by the Rebel High Command to establish a cell in Tapani sector. The characters may or may not have a direct affiliation with the Alliance; most are probably new Rebels who have never operated as Rebels outside the sector. At least one character should probably be a more traditional Rebel type like a Brash Pilot or Retired Imperial Captain who was sent to the sector to help out. This person is the most logical choice to be the group's contact with Rebel HQ.

The "local" sector cell leaders (the characters) have, under cover of vacations and business trips, attended a few Rebel installations for crash courses on basic spycraft. At the onset of the campaign, they have returned (along with Rebel operatives assigned to help them), to begin operations.

At the start, the cell has few members (just the characters), and few resources. They are

expected to recruit their own cell members and financial supporters from the sector's population. Over time, introduce new gamemaster characters who can lend skills and assets to the cell. Bear in mind that cells are compartmentalized organizations, and few people know more than a few other members in the cell (there is an essay on cell organization in *Classic Campaigns*, pages 57–60). Characters may well have contacts that the other characters do not know about.

Cell Resources

In an ideal Rebel Alliance, Rebel HQ would fully fund its cells and provide them with the operatives and supplies to their jobs. Unfortunately, the Rebel Alliance has not had a good year in terms of maintaining supply lines and ordnance stocks. A major supply convoy was attacked and destroyed near Derra IV, leaving the Rebel Hoth base drastically under-supplied. Just days later, the Empire attacked Hoth, forcing the Rebels to abandon most of their equipment as they evacuated.

As a result, the Rebel High Command can do very little for its independent cells scattered throughout the Empire—cells like the characters' organization. The characters begin play with whatever personal equipment they happen to own, a few items the Alliance *can* provide, and whatever they can scrounge together.

The remainder of this section presents the cell's initial resources. Obviously, the characters will want to devote considerable energy toward supplementing their assets in early adventures. You can accommodate them by offering supplies and contacts as rewards for taking on missions for other groups. The intro-



ductory adventure Hunting Grounds (Chapter Ten) uses this enticement to get the characters into the adventure.

The Solar Flare

The *Solar Flare* is a modified Corellian Engineering Corporation *Barloz*-class transport. If the characters lack their own ship, the Alliance gives them the *Solar Flare* to use in their Tapani missions. The *Flare* is a sturdy vessel, but its years of service in the Alliance have taken a toll on the vessel. In the last two years alone, she's seen five different captains and each one pushed her to the limit for the glory of the Alliance. As a result, she tends to break down frequently and many interior devices show extreme wear and tear.

The *Flare* has undergone numerous modifications. The quad-linked concussion missile launcher is scaled down to a dual unit, making room for a tower-mounted quad turbolaser. Both of these weapons require huge generators, reducing the capacity of the ship's cargo bay. A sophisticated countermeasures package has been added to increase the chances of escaping pursuit.

The *Flare* has expanded crew quarters, sufficient for six passengers plus the four crew. A well-stocked galley and a spacious entertain-

ment area are present to pass the hours of a long hyperspace journey. The entertainment area includes a hologame table (programmed with over 50 types of games), plus a holoivid player and physical workout equipment.

The *Flare* is stocked with eight concussion missiles (keep in mind that two are used each time the weapon is fired). After four shots, the Rebels need to buy replacement missiles and load them into the weapons bays. Locating and purchasing new missiles could be an adventure in of itself.

Solar Flare

Craft: Modified Corellian Engineering Corporation *Barloz*-class medium freighter
Type: Modified medium freighter
Scale: Starfighter
Length: 41 meters
Skill: Space transports: *Barloz*-class freighter
Crew: 2, gunners: 2, skeleton 1/+5
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 330: 950 kmh

Chapter Three

Sample Rebel Cell

STAR WARS LORDS OF THE EXPANSE

Hull: 4D+1

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 45/2D

Focus: 3/3D+1

Counter Measures Package: Adds +2D to the difficulty of other ships attempting to detect the *Solar Flare*.

Weapons:

Quad Turbolaser

Fire arc: turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/15/30

Atmospheric Range: 100-300/1.5/3 kmh

Damage: 5D

2 Double Laser Cannons

Fire arc: 1 front left, 1 front right

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/10/20

Atmospheric Range: 100-300/1/1.75 kmh

Damage: 3D

2 Concussion Missile Launchers (fire linked)

Fire arc: front

Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700 kmh

Damage: 6D+1

Concussion Missile

Model: Corellian Engineering Corporation PL-8 Piercer Missile

Type: Replacement medium concussion missile

Skill: Starship weapon repair (to load)

Cost: 500 each

Availability: 2, F

Game Notes: Requires an Easy *starship weapon repair* roll to successfully load missiles into the holding bays. The missiles have a damage code of 6D+1.

Safe House

The characters have a small safehouse in Estalle City on Procopia they can use as an initial base of operations. How they get such a plum location on such expensive and exclusive real estate is up to you. If there is a noble in the group, perhaps it belongs to his family. Otherwise, a sympathetic contact high up in Tapani society lets them have it. The safehouse is a small suite of rooms somewhere in the Commercial District—in a nice building which has lower floors devoted to shops and businesses.

Setting the action on Estalle Island puts the characters at the epicenter of power and intrigue in the sector. More importantly, it allows you get some use out of the big poster map included in this boxed set. See Chapter Four for a key to Estalle Island.

Supplies Cache

Here is a sample starting cache of weapons and equipment you might start the characters

off with. This equipment is given to the cell by the Rebel Alliance. It isn't much, but the Alliance has precious little in the way of equipment to give to cell groups. The characters are expected to supplement their cache with equipment they obtain on their own, or bring with them.

You can add to this list as you please. Three good sources for additional supplies are *Cracken's Rebel Field Guide*, *Galladinium's Fantastic Technology*, and *Pirates and Privateers*.

- 12 heavy blaster pistols
- 1 blaster rifle
- 1 droid disabler (see page 45 in the *Sector Guide*)
- 20 standard blaster power packs
- 8 comlinks
- 4 datapads
- 10 glow rods
- 4 macrobinoculars
- 6 medpacs
- 3 recording rods
- 2 sensor packs
- 1 3PO protocol droid
- 1 R2 astromech droid

Contacts

The Rebels begin play with two contacts they can call on to help them on their missions: Major Caske and Kijo Mnuue. Caske is the group's liaison with the Rebel Alliance, while Mnuue is their major contact in Tapani sector itself.

Major Caske. The characters' cell, like most cells, operates independently of the Rebel Alliance, but they have this one contact within the Alliance High Command. If the cell is in need of special resources or needs to pass on information to the Alliance, Caske is the man they contact. Caske rarely contacts the characters, and should be contacted only to make periodic reports and in dire emergencies.

Caske is one way you can get the characters into adventures. Every now and then, the Alliance expects something back for the supplies and training it has given the cell. Maybe the Rebel Alliance needs specific information from a research facility on Mrisst, or needs a place where a Rebel agent can lay low for a while. Whatever the mission, the Alliance orders the cell into action through Caske. The Alliance might give the characters any specialized equipment it needs to complete the special mission.

Kijo Mnuue. Mnuue is the group's primary Rebel contact in the sector, at least initially. As a supervisor at the Tallaan dockyards, he can pull strings for the characters in a number of ways—find places for them to get secret repair work done on their ship, get them Imperial codes, introduce them to other pro-Rebels, and so on.

However, Mnuue is a valuable undercover operative in Tapani sector that the Alliance does not want to compromise. The Herglic has orders to give characters what aid he can *without breaking his own cover*. This means he might not always be able to help the characters, and definitely means he cannot accompany them on their escapades.

See page 69 of the *Gamemaster Guide* for more details on Mnuue.

Additional Contacts

As the cell grows, the characters will add to their roster of contacts and cell members. Here are a few sample characters to get you started. Note that each character has something to contribute. Not every cell member will be as useful as these; some may only be able to provide muscle and firepower. Eventually, you might want to introduce a potential cell member who is an Imperial spy.

You should provide these characters with a personality and reason for wanting to join a Rebel cell. They are ranked here in order of usefulness—start the characters off with a few low-powered contacts, and build up from there.

• **Teva Karne:** Karne is a mid-level employee of the Procopian Transportation Ministry. He can provide the cell with public vehicles, work orders, and uniforms from time to time (useful for undercover work), and can also alter driving IDs and get information on who owns private vehicles on Procopia.

• **Alandra Mipsy:** Mipsy is a Colonial News Nets reporter who covers the Procopia political and celebrity scene. She often is invited to cover exclusive parties by the nobility, and is on friendly terms with a number of influential lords and ladies. With a little work, she could get a number of cell members into very private and exclusive balls by representing them as her film crew.

• **Jan Hailbrock:** Hailbrock is the supplier of illegal weapons and other exotic items for many in the Procopian elite, and his influential customers effectively encourage the Procopian customs officials to overlook his activities. Since he is careful to keep a low profile, they leave him alone. Naturally, if anyone suspected Hailbrock were as an Rebel cell member, his career would quickly be over. Hailbrock can provide the cell weapons and armor.

• **Avery Linnix:** Linnix deals in extremely rare and expensive *objets d'art*, and maintains a shop in an exclusive area of Estalle's Commercial District. Unbeknownst to most, he also deals in stolen works of art which are well-known and unique. He sells them quietly to Tapani nobles who want them for private collections. He can provide the cell with funds, and the occasional use of his smuggling pipeline (he can't smuggle people in or out, but just about anything smaller will work).

• **Tex Vandale:** Vandale is an executive on the board of Tapani Starship Cooperative. On a small scale, he can arrange for the characters to have access to ships made by his company. If the characters can convince him it is safe, he might even be willing to arrange to have ships funneled through dummy accounts and sold to the Rebel Alliance (the characters should have to work to get this to work—possibly setting up and securing the transfer points and so on).

Chapter Four

Estalle Island

Estalle Island is a small island located in Procopia's southern hemisphere. It is entirely covered in the urban sprawl of Estalle—the ancient seat of Shey Tapani's empire, and the present site of the sector capital. For the movers and shakers of Tapani sector, Estalle Island is the political, financial, and social epicenter of the Expanse.

The city is super-exclusive, and the real estate is some of the most expensive in the sector. Only the most powerful people in the sector can afford to live here. Even mere money is not enough to land an apartment or villa in the city; one must have political connections as well as millions and millions of credits.

Architecture

Estalle is a beautiful city built in the ancient Tapani style of domed towers and temples. Many of the structures in Estalle are thousands of years old. Though antiques, these buildings are structurally sound and well cared for. There are no slums to speak of on the island.

Older buildings are almost exclusively composed of stone—usually finely carved blocks. In general, structures tend to consist of many layers, almost as if they were built up on one another (this is often the case). There are many sub-buildings, add-ons, and tiers with rooks. Domes are a prominent feature in Tapani architecture, and it is not uncommon for a buildings to have several of different sizes. Other structures are more modern (being a mere few centuries old), and reflect more recent developments in galactic architectural styles.

Transportation

You wouldn't expect traffic to be a big problem on such a small island, since vehicles can only get into or out of the city via cargo plane or ship. However, many of the rich and famous residents of Estalle Island consider it a mark of high status to fly an aircar or repulsorlift vehicle into the city to tool around in. Consequently, the streets are often jammed with limos, luxury speeders, and sports repulsorlifts—and no drivers are as impatient or intolerant of delays as nobles. The commoners, of course, do not actually live on the island, and rely on its public transportation system.

There are two mass transit monorail lines which run through the city on elevated platforms. The monorail line running along the coast of the island is the Coast Line, while the line cutting across the island is the Crosstown Line. Major highways run underneath the monorail lines.

The island is networked with canals. Millennia ago, they were constructed to drain the swamps in the island's interior, but as Estalle City grew, they evolved into what they are today—an elegant and occasionally efficient method of getting around the city. When traffic is particularly bad on the streets of Estalle, the canals actually provide commuters a faster means of getting around.

The only commercial traffic allowed in the canals are public transportation-oriented craft—water taxis, tour boats, ship launches (from the harbor), and so on (a few floating restaurants prove the exception to the rule). Most of the other craft on the water are either



city police or maintenance craft, or private commuter boats.

The canals are open to the sea, allowing small watercraft and launches to sail from the ocean into the city and vice versa. Though fairly wide, the canals are relatively shallow—few other ocean-going vessels can enter them. Most yachts dock in harbor marinas.

Throughout most of the city, the sides of the canals are moss-covered ferrocrete. In the Historical District, however, the sides are sheathed in beautiful tile frescos. These frescos are washed every night by city workers and kept in perfect repair.

Note: The canals are great places to stage chases. Give the characters a watercraft or two and someone interesting to chase, and have a ball.

City Locations

Here are a few locations which might serve as adventure locales, or simply scenic backdrops for the dramas you unfold. They are presented in thumbnail format; no associated characters, details, or plots. You can wing it and spin encounters out on the fly, or flesh out these locations as you see fit.

If you are running a high-octane house-centered campaign, the ritzy settings on Estalle Island are natural backdrops for the action, and can even serve as the characters' base of operation. If the characters are not as tied in to the affairs of houses, you can still get mileage out of the city by locating a few high-powered patrons or contacts here the characters occasionally have reason to visit.

This is just a small sampling of the sorts of

businesses and establishments around town. Naturally, there are more theaters, casinos, restaurants, and clubs than those listed here. You can easily develop your own establishments and add them to the mix. The accompanying gamemaster map of the city is a good place to note your customizations.

Historical District

The Historical district is the seat of Tapani government. The really important government agencies are located here, as are the embassies of various houses and governments. It is a luxurious neighborhood of large imposing buildings, statues, ornate fountains, and plazas and parks.

Access to this area of the island is open to all during the workday. However, only commoners with access permits and the nobility may enter afterhours. Due to zoning laws, buildings cannot be more than five stories high in this district. This law was passed to prevent new buildings from blocking the profile of the ancient domes and buildings here.

The Palace. Shey Tapani's glittering palace was for millennia the center of regional power. Today it is a museum which presents a white-washed history of the sector to visiting tourists.

Shey Tapani University. Shey Tapani University is literally as old as the Tapani Empire; the first emperor dedicated it the year he brought his new government to Procopia. The small and ancient campus once housed the entire Tapani University, but the school grew too large for Estalle Island and its outrageously expensive real estate long ago; the rest of the campus is now located on Destato Island 400 kilometers away. This original campus contains only the legal graduate school, the university's upper administrative offices, and a museum.

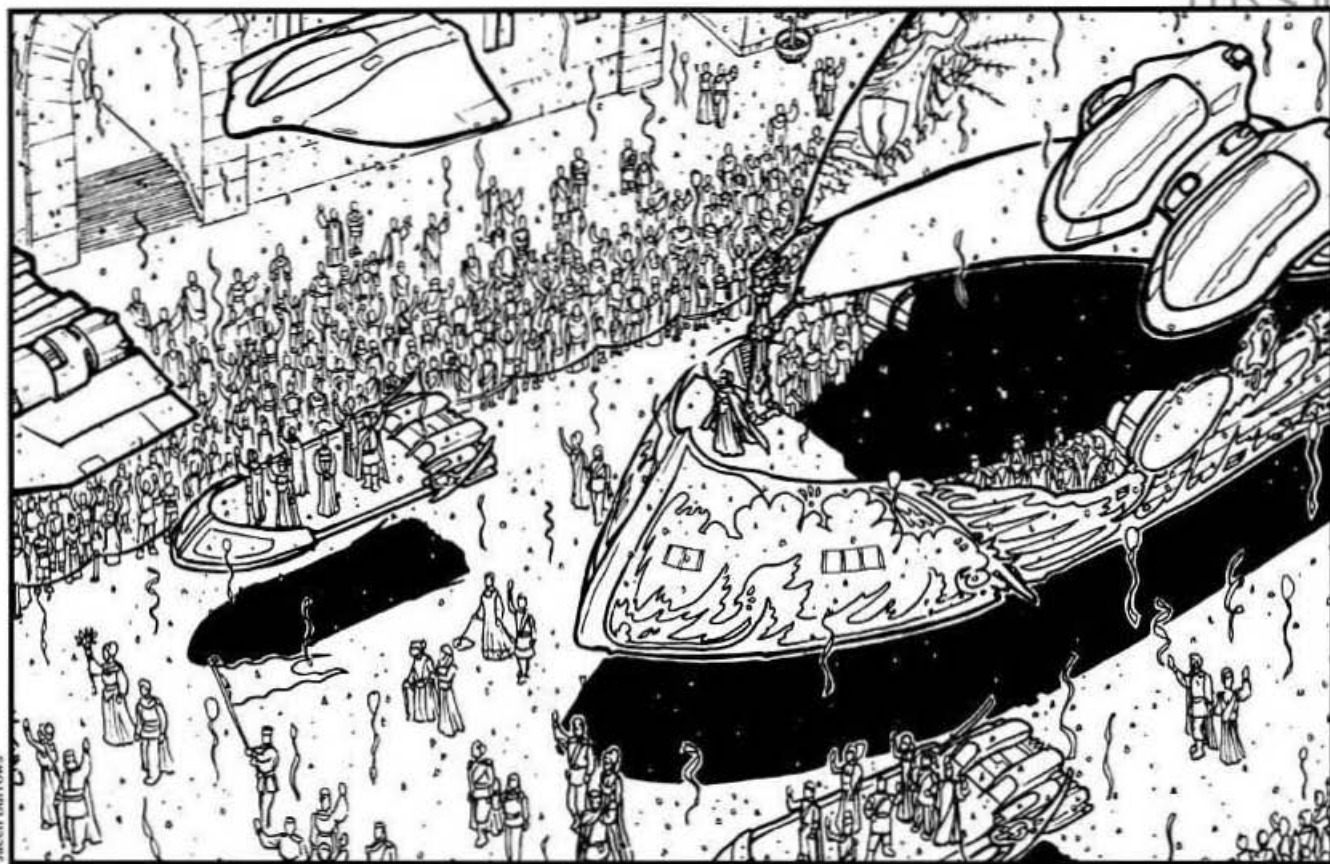
Ganza Park. Ganza Park ranks as some of the most valuable undeveloped real estate in the sector. It is a large preserve of rolling grassy hills, flower and rock gardens, and isolated stands of trees. One of its highlights is the Greenhouse, a large teahouse with a picturesque view of the sea. The Greenhouse, which is expensive but open to all, derives its name from its walls of heavy crystal glass.

Leocald Opera House. The Leocald, named after Emperor Leocald VII (patron saint of the Tapani opera), is a huge multi-level building containing three theaters, numerous rehearsal halls, a dance academy, and apartments for performers-in-residency. During capital season, at least two operas are running concurrently,

The Royal Treatment

The word "royalty" does not crop up much these days in Tapani sector, since in the Tapani vernacular, the royal appellation only applies to kings, queens, and emperors—not mere nobles. On Procopia, however, and *especially* Estalle, "royalty" crops up a lot. This harkens back a few millennia to the days when Tapani was an empire, and there was actual royalty running around.

It is a mark of tradition and heritage when you see a bank, hotel, or other establishment with the word "royal" in its name, because this means it is at least 2,000 years old. By law, only a business established during or before the Dynastic Era can call itself a Royal anything on Procopia. Not surprisingly, many of the businesses listed here fall in this category, because they tend to be the most exclusive, and hence, the most interesting.



and often three. In the off-season, performances are less frequent.

Great Council Chambers. The Great Council meets in this huge capitol building. The maze-like interior of the Chambers contains several large meeting halls and thousands of offices and meeting rooms. Access is restricted to Council members and their staffs, government employees, and those with visitor permits (which can be obtained from the front office).

Senate Building. The Senate Building is small, cramped, and drafty, but so imbued with the sector's heritage that no one dares suggest the Senate move to a larger and more modern building.

Gorgano IV Museum. Named after another emperor, the Gorgano is Tapani's most prestigious art museum. It regularly sponsors exhibitions of established and upcoming artists. The museum's art collection is extremely valuable; it has an excellent security system in place to foil would-be thieves.

Tapeno Library. The library stacks contain tens of thousands of books, scrolls, and mundane holocrons as well as computer data banks. The collective history of Tapani sector going

back almost seven millennia is stored here, with surprisingly few gaps—the staff over the centuries has been zealous in protecting the historical record from politically-motivated revisionists anxious to portray their ideological enemies in a bad light by rewriting history. Their greatest failure is also the most recent; the names and bloodlines of known Pelagian Jedi have disappeared from the records. No one knows whether this was done by the Empire, one of Pelagia's domestic enemies, or by a Pelagian agent seeking to protect house members who have escaped initial persecution.

Imperial Embassy. Though Tapani sector is officially a part of the Empire, the Empire maintains an embassy on Procopia, as it does in other client states like the CSA, Hutt Space, and the Centrality. The embassy is very modern and represents the hard edges of Imperial architecture as seen on Coruscant. State functions hosted by the moff or governor are often held at the embassy.

Barnaba Embassy. Barnaba's embassy is an ostentatious building. It has, by far, the largest ballroom of all the embassies. House members make good use of it.

Cadriaan Embassy. The Cadriaan embassy is a large modern building constructed in the

modern Core style—a symbol of the house's progressive, forward-looking attitude. An unusual feature is the all-Herglic security staff.

Calipsa Embassy. Calipsa has a large embassy befitting its status as a greater house, but it doesn't host many social functions, since house leaders prefer to entertain on its private islands.

Reena Embassy. Reena maintains a handsome but modest embassy cloaked attractively in ivy and hanging mosses. Like the house, it is quiet but dignified.

Mecetti Embassy. Mecetti's embassy is, surprisingly, one of the smallest house embassies on Procopia. Paranoid that any new building would be infested with bugs planted by spies from other houses, Mecetti prefers to remain in its centuries-old (but secure) mansion rather than move to less cramped quarters. As the head of the ruling coalition, however, it has commandeered nearby offices to supplement its embassy staff.

Melantha Embassy. Melantha's embassy is large, ornate—and green. No one remembers exactly why the building was originally painted green, but it has been so for so long that tradition dictates that it stay that way. The embassy is rumored to have an ancient torture chamber in its basement (most of these rumors kindly suggest that it is no longer in use, but others hint darkly at strange experiments being performed there by Dark Adepts).

Pelagia Embassy. Against all odds, Pelagia has managed to keep possession of its large embassy through the years of purges. Its embassy has the largest gardens associated with any of the house embassies.

Commercial District

The Commercial District is the business end of Estalle Island. Though most of the island is absorbed in the task of governing, there are numerous service industries which support the government's efforts, from restaurants and bars to banks and janitorial agencies. Numerous lobbyists from a variety of professions maintain offices here, as do major businesses which cater to the noble class (like luxury cruise lines, starship manufacturers, financial investor groups, and real estate companies). The transportation hubs linking the island with the rest of Procopia and the sector are also located in the Commercial District, including a spaceport, an airport, and a small seaport.

Many of the buildings in the Commercial District are skyscrapers, to fit as much office space on a single parcel of land as possible.

Tapani Royal Spaceport. The Royal Spaceport is a compact but extremely advanced facility. It is also an exclusive one; ships need special permission to land here, and only those associated with the upper tiers of government, one of the houses, the Empire, or a favored group obtain such permission. Those lacking such clearances are directed to Procopia's major commercial spaceport on Desato Island.

Despite such measures, the spaceport is a bustling place 27 hours a day. There are, after all, a lot of privileged people living in Tapani sector, and there are many Great Council staffers who have the pull to use the spaceport.

Givoni Airport. Most of the people who work on Estalle Island actually live on less expensive islands. They fly into the city every morning on commuter transports and flock home again at night. As many as two million people a day pass through its causeways (up to five million a day during capital season). The airport also brings in a large number of cargo planes from spaceports elsewhere on Procopia.

Estalle Seaport. The island's small seaport is its major supply link with the rest of the planet. Most of the consumables and retail products sold on Estalle Island come in through the seaport.

Corellian Merchants' Guild Guildhouse. The CMG maintains a hostel on Procopia, which provides relatively cheap food and board for members, even during capital season. It isn't as large as the Guildhouse on Tallaan, but it serves the needs of traveling Corellians nicely.

Mining Guild Sector Headquarters. The Mining Guild sector HG is ensconced in a large and imposing building constructed from high-grade polished marble. Guild lobbyists and negotiators have offices here to represent member companies operating in the sector before the Great Council.

Tapani Exchange. Tapani sector's primary financial center. Shares in Expanse companies are bought and sold here, as are futures in various foods and raw materials. Not surprisingly, the various ore futures are most active. Office buildings surrounding the Tapani Exchange are also dedicated to the financial field.

Shinda Center. The largest shopping mall in the Expanse. Nearly two kilometers long, with as many as seven levels in parts, Shinda Center hosts thousands of retail stores. Many of the stores are local outlets of exclusive Core establishments which serve only the elite. These shops keep the upper class (especially the young) clothed in the absolute latest Core styles, which is important since there is a

constant flux of nobles coming to and from the Core to show up those who lag behind.

Failey Club. The Failey Club is one of many exclusive private clubs in Estalle City. Failey's is over a thousand years old, and caters to the most important families of the Expanse. Membership has little to do with house affiliation, but to avoid unpleasant rivalries creeping into the club, firebrands and house partisans tend to get blackballed. The club favors intellectuals, academics, and military careerists.

Fairweld Casino. Fairweld is a luxury casino that caters to the Tapani and Core elite. It is a large palatial building with numerous gardens and quadrangles—and dozens of gaming halls devoted to most major gambling pastimes. Private chambers on the upper floors are available for private parties and particularly high-stakes games of sabacc.

Drake Theatre. The Drake is a beautiful theater with two stages. It tends to carry more contemporary plays and operas than the Leocald Opera House.

Chandler's Royale. Chandler's is one of the most exclusive restaurants in the sector. You just can't get in unless you know Somebody.

Grand Royal Hotel. The Grand Royal is the primary luxury hotel on an island of luxury hotels. Sprawling two city blocks, it contains not only the very best accommodations in the sector, but also an elaborate garden, an aviary, several restaurants and bars, two dance halls, a sports center, an art gallery, and a complete business center. Getting rooms in the Grand Royal is very difficult unless you are a sector noble or come recommended by one; during capital season, there are no rooms available at any price.

Tapani Imperial Hotel. The Tapani Imperial is also very luxurious, but not as exclusive as the Grand Royal. High-ranking Imperials and megacorp executives stay here when visiting Procopia. Getting rooms here is usually no problem as long as you can afford the outrageous fees. Again, during capital season, rooms are booked solid.

Residential District

Lords and ladies with the means to procure living quarters on Estalle Island live in the Residential District. While most lords live elsewhere on Procopia (usually on private island resorts), all houses have at least one official residency in the Residential District for entertaining in town.

Most estates are compact but well-appointed, but a few are quite large and imposing. Residences are put up for sale very infrequently. Most have been kept in the same house for centuries.

Many areas of the Residential District are open to outsiders, but certain blocks are sealed to those who aren't carrying admittance passes. All residences have very good security systems, and most have guards patrolling the grounds.

Imperial Moff's Estate. The official residence of the sector moff was once the estate of Tapani's Imperial senator. It is a large building, used for both entertaining and business.

Imperial Governor's Estate. The governor also lives here, but his home is not as imposing as the moff's. Unlike the moff, the governor's offices are in the Historical District.

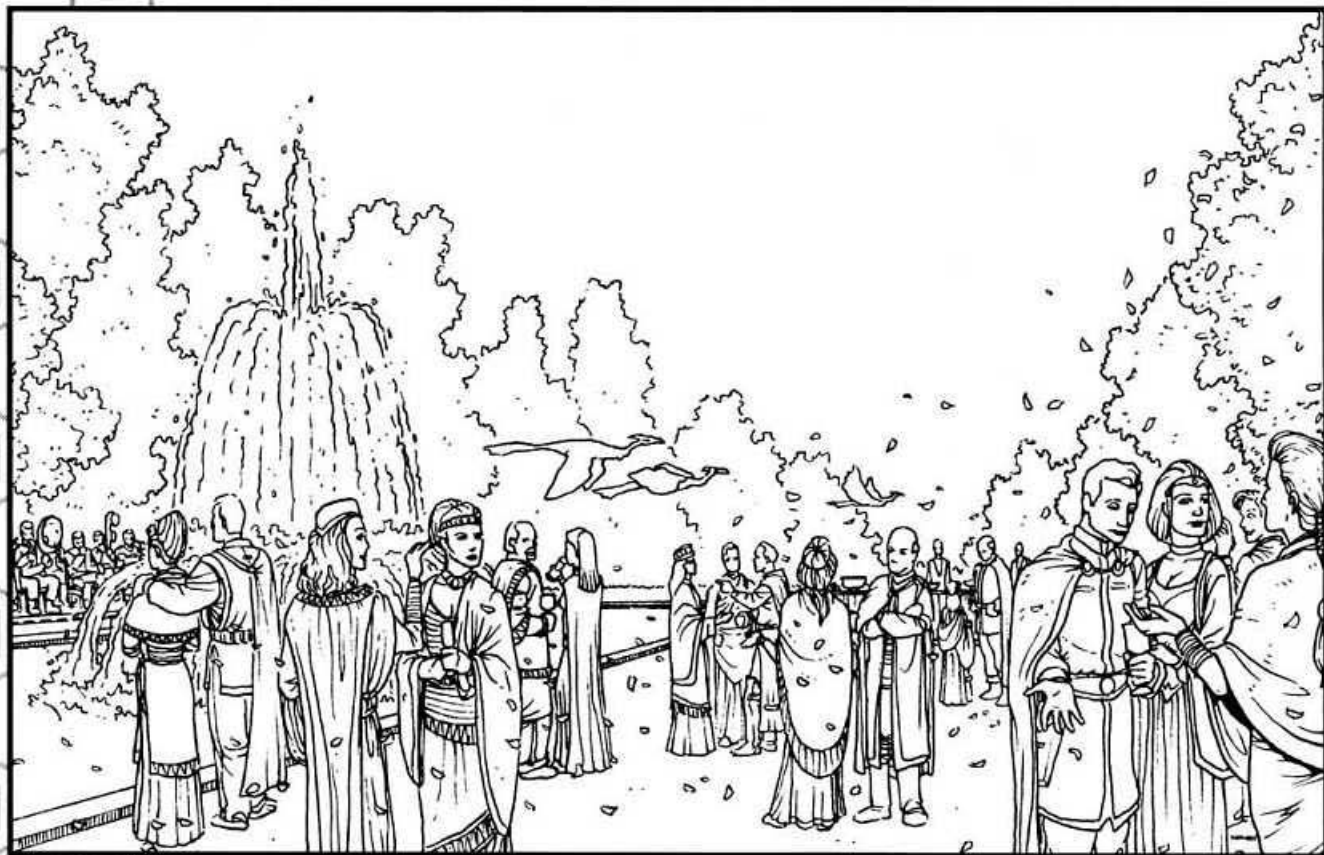
Chapter Five

The Alaphoe Gardens

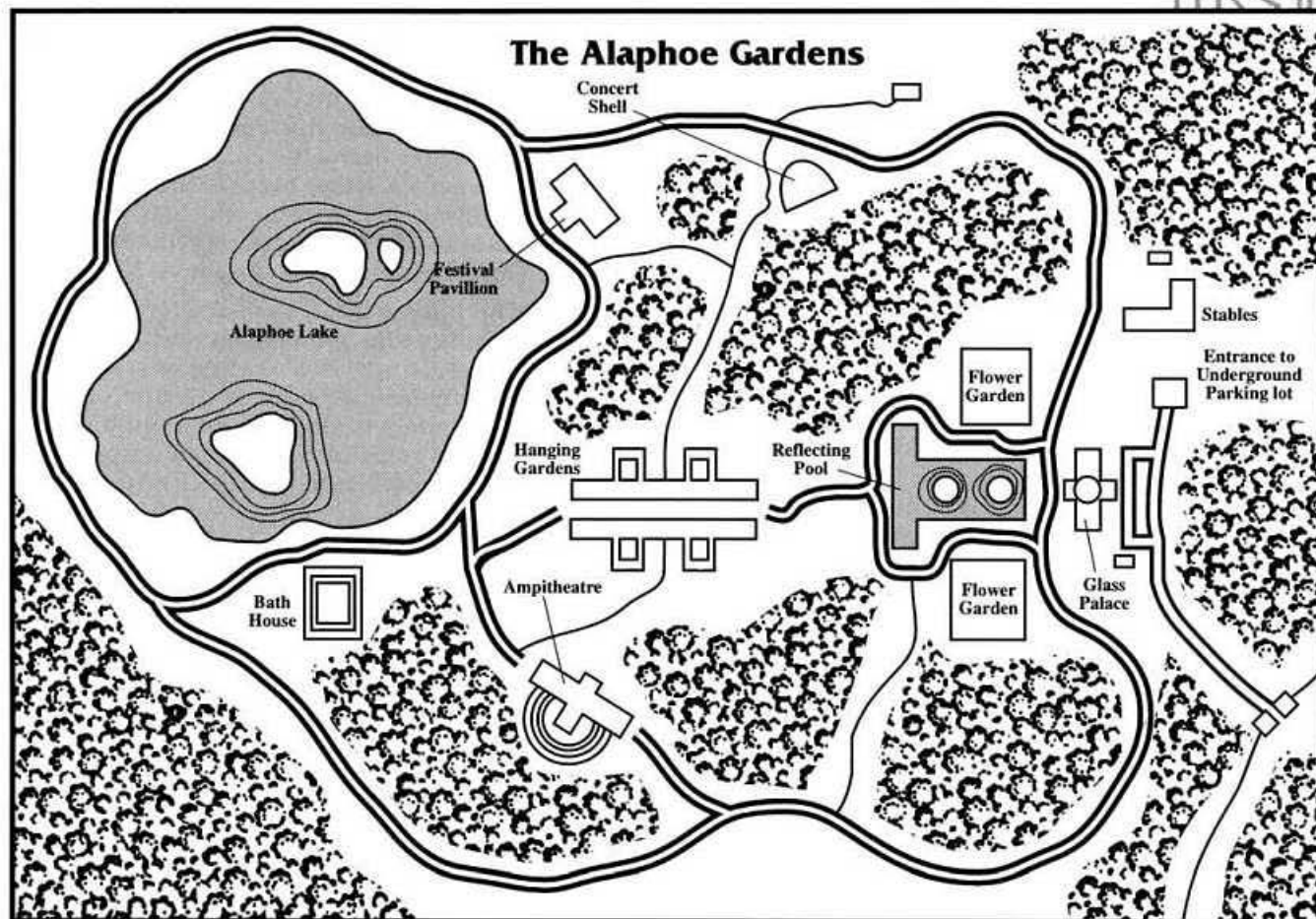
Alaphoe Gardens is a private park located on the gentle rolling hills of Lalos Island on Procopia. The Gardens, as the seaside park is known, is owned by House Cadriaan. Lady Bathos of Cadriaan holds her immensely popular parties here during capital season.

The Glass Palace. The Glass Palace is the super-luxury clubhouse of the Gardens. It de-

rives its name from the immense transparasteel dome which covers its central ballroom. The interior is tastefully but lavishly decorated, and contains game rooms, a restaurant, several bars and club rooms, a large ballroom, libraries, a blaster range, art galleries, and other amenities. There is a series of guest rooms on the third floor, though these are



Jacen Burrows



reserved for Cadriaan house members and honored guests.

Stables. The stables contain not only various mounts for the Garden's guests to ride, but also showers, changing rooms, and a small bathhouse where the guests can refresh themselves after a day of hard play.

Hanging Gardens. The Hanging Gardens are the centerpiece of the Alaphoe Gardens, and Lady Bathos's pride and joy. Rare and delicate flowers from a hundred worlds bloom from the wooden trellises and flowerbeds of the gardens. The air is sweet with the pungent fragrance of the flowers—many secret assignations take place beneath the eaves of the trellises.

Concert Shell. Open-air concerts are popular with the lords and ladies who frequent Alaphoe Gardens, and most take place here. Many guests sit on the well-kept grass lawn on blankets, while others recline in comfortable folding chairs. During concerts, tables are set with refreshments.

Festival Pavillion. The Pavillion is the largest structure in the Gardens after the Glass Palace.

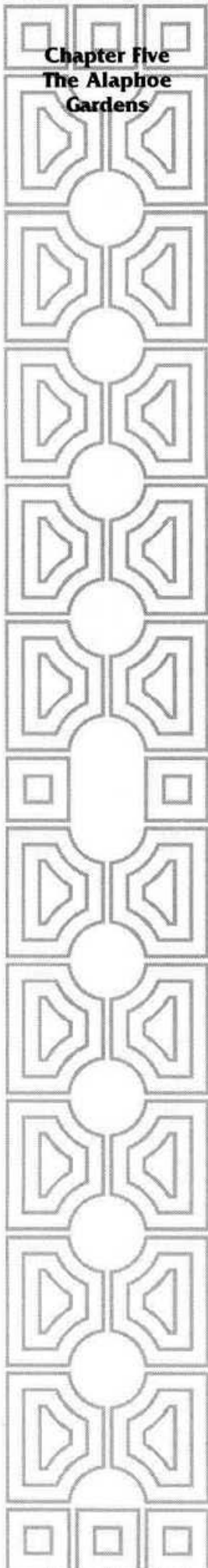
There is a large indoor theater here for plays and concerts. There is a small dining room and a second ballroom, both of which look out over Alaphoe Lake.

Amphitheater. Nested in a hillside, the amphitheater is where outdoor plays are performed. The amphitheater, built of stone and clay, is designed to complement its natural surroundings.

Bathhouse. The bathhouse is a large split-level marble structure on a small hill overlooking both Alaphoe Lake and the ocean. The upper level features three open (but covered) bathing pools. Potted plants, chairs, and other accommodations line the patio. The primary level is sealed against the elements. Its walls are covered in frescos featuring beautiful scenes and marine animals native to Procopia.

Using the Gardens

The Gardens represents the decadent and wealthy lifestyle of the Tapani nobles, and make a great setting for scenes where you want to emphasize that aspect of Tapani. Think of 18th century Versailles—concerts and fireworks,



Chapter Five The Alaphoe Gardens

STAR WARS LORDS OF THE EXPANSE

lawn parties attended by finely dressed aristocrats, plotting in scented gardens, wooded walkways and isolated bowers, and so on when presenting the Gardens to your players.

Resorts like Alaphoe Gardens are a chance for nobles to establish or re-affirm relationships and alliances and hatch new plots. Even while enjoying a concert or walking in the gardens, they are likely to be talking quietly with allies, either about house affairs, or just gossiping (there is little difference between the two at this level of society).

Such interactions make the Gardens an excellent setting to introduce the characters to new gamemaster characters, plot threads, and new information. Roleplaying and social skills will likely be more important in the Gardens than combat. Here are two ideas on incorporating the Gardens in your adventures:

The Meeting. The characters may have occasion to meet a noble for some reason (to exchange information, give or receive some object, etc.), and the Gardens makes an excellent backdrop for this sort of activity. This option works best if the characters can blend in with nobles, either because they are nobles themselves, high-ranking outsiders, the servants of nobles, or have fake identities allowing them to pass for one of the above.

The Infiltration. The characters must slip into the Gardens, either to meet with someone as above, to spy on a meeting or assignation between nobles (either for information or blackmail material), to stop a murder or frame-job, or to steal something. This option works well with traditional Rebel types with no real ties to the houses.

Chapter Six

JAN Camp

If the players have reason to take on the Justice Action Network, here is one of JAN's primary camps in Tapani sector. The mini-campaign makes use of this adventure setting. Alternatively, this camp can serve as a base of operations if the characters are allied with the JAN (or if you convert it to a Rebel camp).

The JAN camp is on Mrlsst, located roughly 400 kilometers north of Mrlsst Academy along a swampy sea coast. The camp is situated in the dense copse of huge greenstalks, and the terrorists used camouflaged nets to augment the shielding effect of the greenstalks. Sensor pods are deployed in the surrounding trees to provide an early warning system against intrusion.

The JAN Strike Team

If you are using this setting in conjunction with the mini-campaign, here is the JAN strike team which is training at this camp for its raid on the torpedo sphere. The strike team is led by a Rodian named Kelsek.

Kelsek, a former student of Dr. Arkeld, joined the JAN when the sector cell was in its infancy. Since then, it has more than satisfied his violent tendencies to harm people. Actually, he has grown to love his work and he clings religiously to his ideals.

Kelsek, Rodian JAN Leader. All stats are 3D except: *blaster 6D, blaster artillery 4D+1, brawling parry 4D+2, dodge 5D, grenade 4D, melee combat 4D+2, melee combat: vibroknife 6D, melee parry 4D, vehicle blasters 5D, intimidation 5D, languages 3D+2, streetwise 4D, Mechanical 2D, beast riding 2D+2, ground vehicle operation 3D+2, repulsortlift operation 3D+2,*

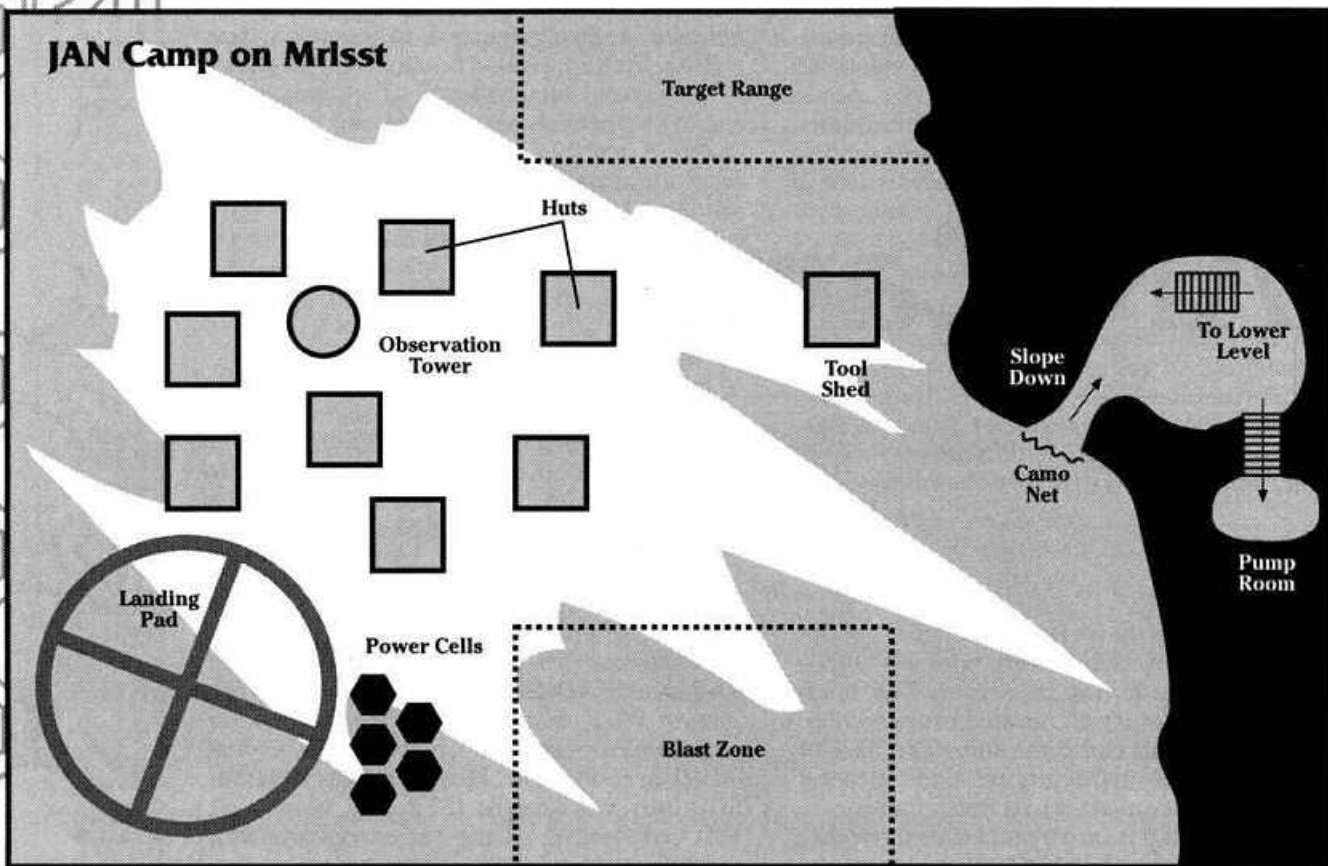
space transports 4D+1, Perception 4D, bargain 5D, command 5D+1, con 5D+2, investigation 4D+2, search 4D+2, sneak 4D+1, brawling 6D, stamina 3D+2, blaster repair 3D+1, computer programming/repair 4D+1, demolition 5D+2, first aid 4D, security 6D+1. Move 10. Heavy blaster (5D), four vibroknives (STR+1D), blast vest (+1D vs. physical, +1 pip vs. energy attacks), comlink, data pad (with sphere layout).

20 JAN Operatives. All stats are 2D except: *blaster 4D+1, dodge 3D, repulsortlift operation 3D+2, space transports 3D+2, hide 3D+1, sneak 3D, brawling 4D, computer programming/repair 4D, demolition 4D+2, security 4D. Move 10. Blaster (4D), blast vest (+1D vs. physical, +1 pip vs. energy attacks).*

Surface Campsite

1. Landing Field. The ground in this 100-meter diameter location is scorched from numerous landings. The JAN use this area to land their supply and transport shuttles. Navigating the narrow areas between the greenstalks (often in gusting coastal winds) requires a pair of Moderate *space transport* or *starfighter piloting* rolls. Failure results in 1D+1 damage to the battered ship. Several portable power cells reside nearby with retractable link units.

2. Blast Zone. This area is also scorched, but not to the extent of the landing field. Several large boulders have been moved to the north end of the zone. These are used to crouch behind while practicing grenade tossing or detonation of charges. The zone contains many pieces of shrapnel, plus "dud" grenades. An Easy *demolitions* roll is needed to repair a "dud" fragmentation grenade—half a dozen can be scavenged by persistent searchers.



3. Huts. These nine huts appear as canvas teepees composed of camouflaged netting. Actually, each is a portable, folding plastic building covered with camouflaged netting to cloak the bright white structures. The interior of each contains a simple table, several transcubes (for chairs), a portable heater, and four folding cots.

The storage lockers are filled with personal effects and these areas appear lived in. There could be a few JAN members resting here in random huts.

4. Observation Platform. This look-out post is perched atop a 200-meter-high greenstalk. It provides a commanding view of the surrounding area. Metal rungs are driven into the boles of the stalk to allow look-outs to climb to their posts.

The tower is always crewed by a lone look-out. He is armed with a blaster rifle and has a comlink to warn the camp of approaching intruders.

5. Tool Shed. This is another portable building, likewise covered with camouflaged nets. Inside are various tools, additional netting, targets, and other general supplies. One transcube contains supplies (wires, fuses, timers, bits of detonite, and several datapads de-

tailoring bomb construction) used to fabricate detonite bombs.

The door is unlocked. Members of the team load equipment onto cargo skiffs during daylight hours (see below).

6. Target Range. This area is situated in the northeast corner of the camp, facing the broad bole of a greenstalk. It is used as a target range. Several round and square targets hang on the canyon walls. A pair of stormtrooper armor suits, riddled with blaster shots, are propped up along the wall as additional targets.

7. Storeroom. A pair of camouflaged nets hang over the entrance to this cavern. Beyond is a roughly circular chamber. This area is used to store supplies for the camp. Most of these are in the form of rations and basic everyday items. A 2,000 liter water tank is nestled in the rear of the chamber, just over half full with cool water. A stairway provides access to the lower level. Five ASP droids are stored in this chamber.

In the daylight hours, 2-12 JAN operatives led by Kelsek are here working—busily loading or unloading equipment from or into a pair of battered cargo skiffs parked outside the cave. The ASP droids assist, doing most of the manual labor. The operatives fall back into the storeroom to set up a defensive line if the characters

attack, but others caught in the crossfire use the skiffs for cover. A battle here alerts the other operatives in the camp, save those practicing in the mock torpedo sphere rooms. The ASP droids are commanded to wade into melee with the characters.

At night, the droids protect the area. Anyone who enters without uttering the phrase "and justice for all" are attacked. The droids are armed with blasters and vibroblades. They hide behind the transcubes (half cover) and are content to stay put and fire round after round of blaster fire. When the characters close, they grab their vibroknives and press the attack in melee.

2 Cargo Skiffs. Speeder, maneuverability 0D, move 70; 200 kmh, body strength 1D. No weapons.

ASP-6 Training Droids. All stats are 1D except: *Dexterity 2D, blaster 3D+1, brawling parry 4D, dodge 2D+2, melee combat 3D, melee parry 3D+2, Strength 2D, brawling 3D, lifting 3D.* Humanoid body, one visual ocular, two audio receivers, blaster (4D), vibroblade (STR+2D). Move 7.

8. Pump Room. The second set of stairs lead to this sunken chamber. This room is the lowest point in the camp, a full 50 meters deep. At the bottom is an old pumping unit and its

portable power supply. The pump is used to keep the caverns relatively dry. The water is pumped into the huge transcubes and now form a trap (see key to the Underground Level).

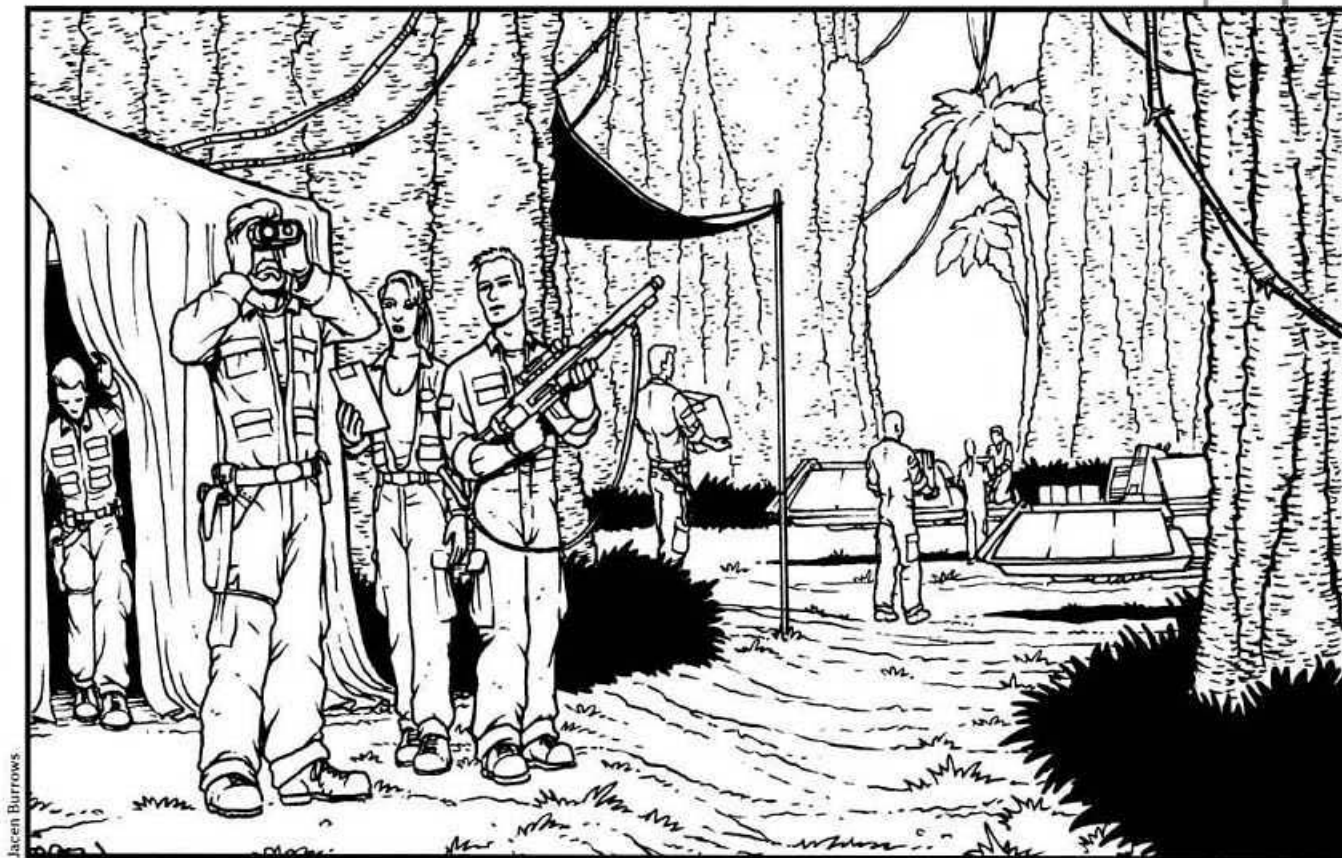
Underground Level

When the JAN decided to place their camp in this swampy area, they needed to first pump it out. They buried huge shipping transcubes into the ground and constructed their underground chambers in these units. The interstitial space was used to store the water moved by the pumps and have been fashioned into a trap (see the Control Room for details).

1. Blast Doors. There are three of these locked doors on this level, each with a control pad set to the right. These doors are all locked, requiring a Moderate security roll to open.

2. Comm Room. The chamber is a comm room, equipped with numerous computer terminals. The terminals are tied into a sophisticated antennae system, mounted at the peak of one of the canyons. The terminals can be accessed with an Easy computer programming repair roll, but most of the files have been deleted.

A pair of JAN operatives are stationed at the computer terminals. They respond to any attack in the storeroom.



Jacen Burrows

3. Mynkin Pen. This small chamber off the main corridor is a smelly animal pen. One corner of the room has a pile of soft cord grass (a bed) and scraps of food that are scattered about. The JAN operatives keep a local creature here as an added defense measure. When the base is secure, the creature is trapped in the pen by an energy portcullis. However, if one of the JAN operatives from the comm room escapes the characters, he disengages the portcullis, releasing the creature.

The Mrlssti Mynkin stands over two meters tall. It is humanoid in shape with a pair of gangly arms and two stumpy legs. Its huge tooth-filled maw is set just below a flat nose and sunken eyes. The Mynkin's body is covered with mottled plate scales. The creature can manipulate these scales to blend in with surrounding rocky surfaces.

Mynkin. *Dexterity 2D, Perception 3D+1, hide 5D+1, sneak 4D, Strength 3D.* Special abilities:

Hacking into the Computer

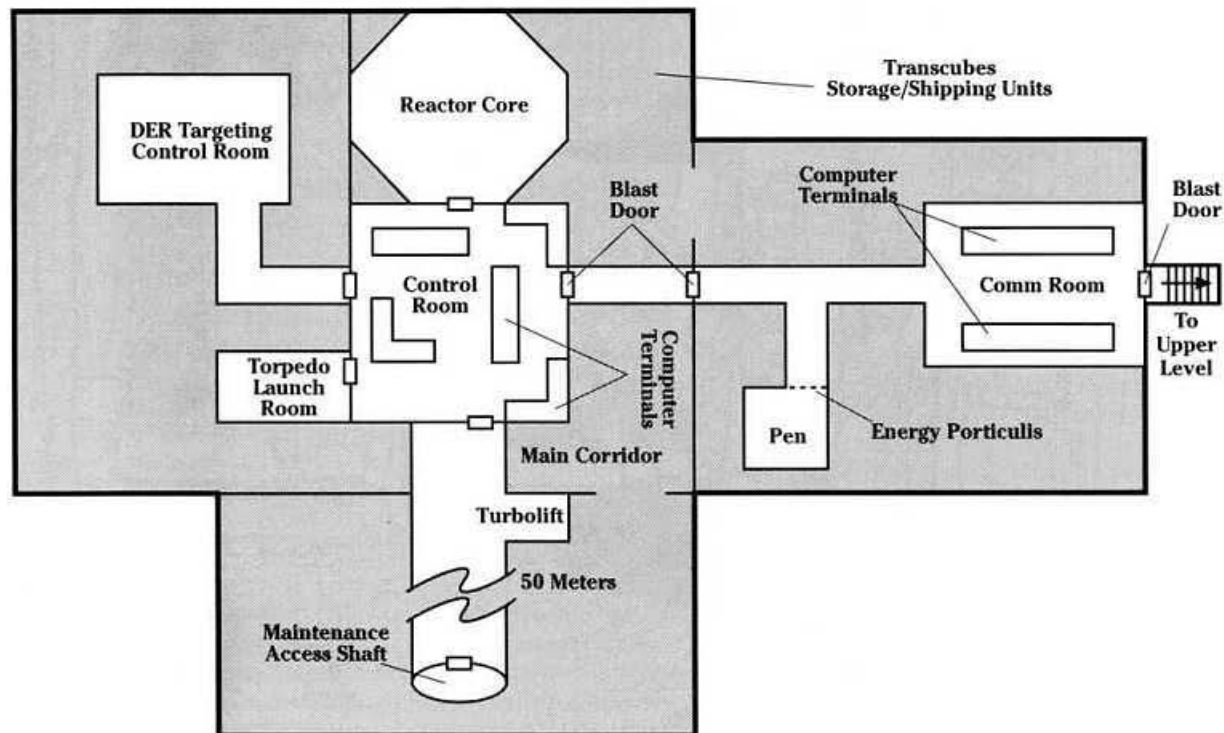
This section is intended for use with the mini-campaign. If the characters hack into the computer system, they can gain a wealth of knowledge. The strike team didn't expect to have visitors at their camp, but they utilized an outdated flash purge program to erase their files. Due to the antiquated program, the flash purging left a lot of residual information. Consult the chart below for difficulty ratings and the garnered information. Use the *computer programming* skill for the rolls.

Difficulty	Information
Very Easy	The mock-up chambers are from a torpedo sphere.
Easy	List of spies on the sphere and notes on their back-up plan.*
Moderate	Floor plans to certain areas on the torpedo sphere**
Two Moderate rolls	Date and time of the attack
Difficult	Access codes for the torpedo sphere turbolifts and doors.
Difficult	Clearance code to land on the torpedo sphere.

* You'll need to come up with these.

** Only the mock-up areas.

JAN Camp Lower Level



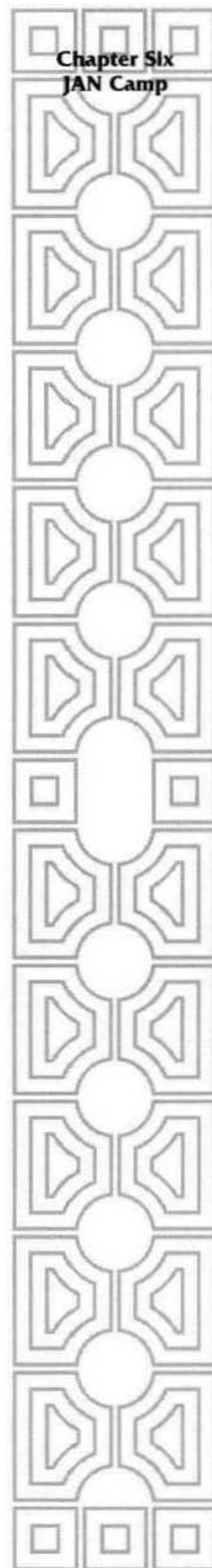
Claws inflict STR+1D damage, bite inflicts STR+2D damage, Camouflage: Stone hide provides +2D to hide against stone surfaces. Stone hide provides +1D to *Strength* to resist damage. Move 7.

4. Control Room. This large chamber is filled with computer terminals. Situated on the west wall, between a pair of doors is a large view screen. This chamber is the nerve center for the mock-up rooms of the torpedo sphere. The computers control all basic functions of the five mock-up areas. Four unlocked doors

lead to the torpedo sphere mock-up chambers.

The remaining members of the strike team are here (seven total, less any in the huts.) They are downloading information onto datapads and running attack simulations. They fight to the bitter end and attempt to destroy the computer terminals and the information they contain if the situation looks grim.

All *computer programming* difficulties are reduced one level, since the system hasn't been flash-purged. As a matter of fact, most of it is already called up onto the screens.



Chapter Seven

Torpedo Sphere

The torpedo sphere is a major fixture in Tallaan's skies—at least until it is fully upgraded in a few months and sets sail to wreak havoc in the Outer Rim Territories. As a potent symbol of Imperial might—one which is temporarily disarmed and basically unoccupied—the sphere is a natural target of anti-Imperial groups operating in the area. Whether your players are backing the Empire or its enemies, the sphere serves as a great setting for a climatic showdown between the characters and their opponents.

Chapter Nine presents a mini-campaign arc which features just such a climax. These notes and maps should help you run this encounter, or one like it.

You'll probably need to do a bit more work to fill in undeveloped areas, such as maintenance bays, deep storage centers, engine rooms, detention blocks, and so on. Because the Empire uses a modular approach in designing its military structures, you can use the maps in the *Death Star Technical Companion* to flesh out the sphere's locations. You'll also need to decide how the Imperial troops patrol the interior of the sphere, how they react to emergencies and alerts, when work shifts change and how, and other such details.

The following descriptions are weighted toward the assumption that the characters really don't belong on the sphere, and spend most of their time skulking around. If the characters are charged with protecting the sphere, or otherwise allied with the guards and stormtroopers, you'll need to make a few adjustments—and invent new adversaries and obstacles.

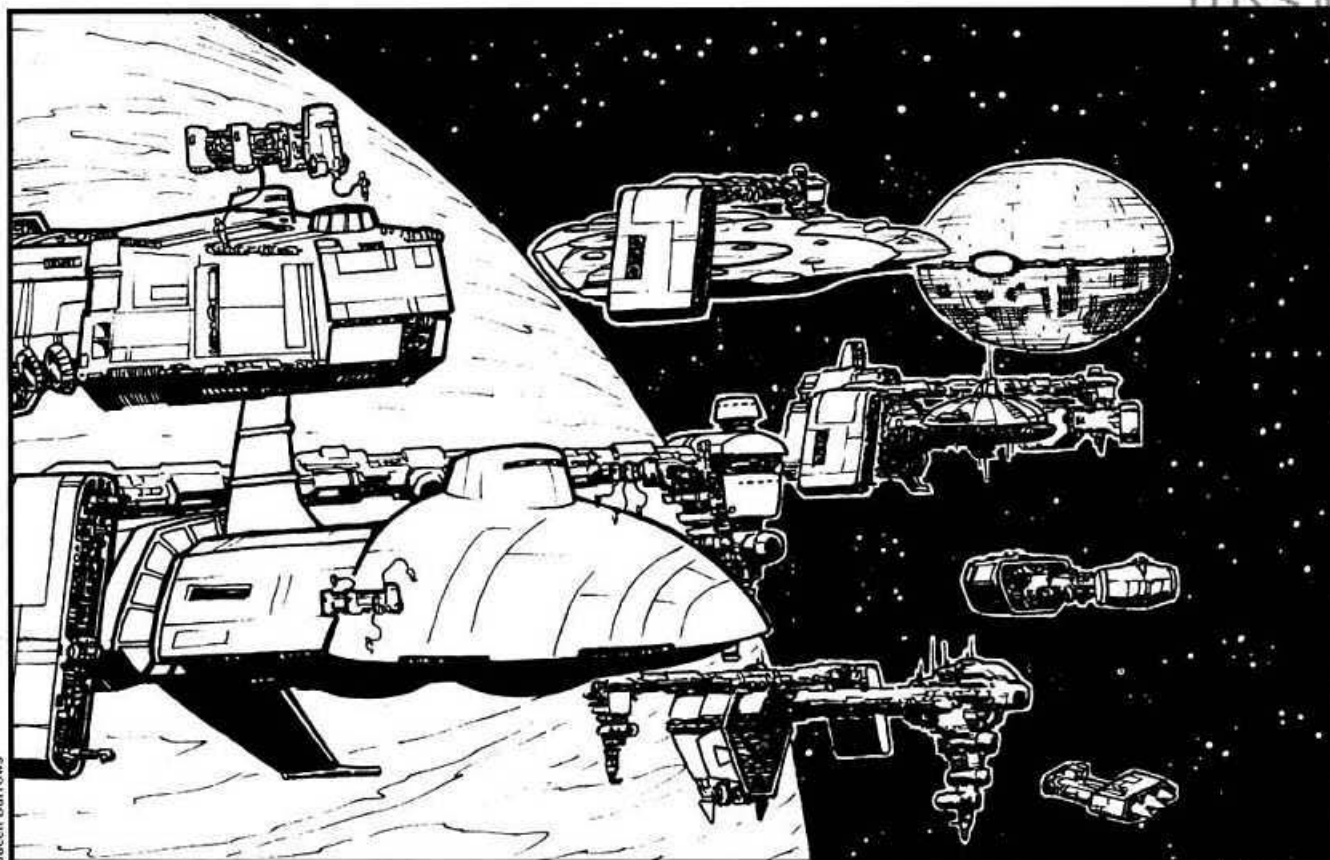
Approaching the Sphere

Tallaan bustles with activity. Ships from a thousand worlds flit from the dockyards to loading zones, and from the planet's surface to assigned orbits. The one place they don't flit (without clearance) is into the thousand-kilometer security bubble around the torpedo sphere in high orbit around Tallaan.

Standard Operating Procedure calls for the Star Destroyer *Reisa* to orbit the planet in tandem with the sphere to provide security, but when pirate attacks are particularly intense along the Shapani Bypass, the *Reisa* is usually deployed for a week or two to secure the shipping lanes (this is the situation when the characters prepare their raid on the sphere in the mini-campaign outline). When the *Reisa* is absent, a KDY escort carrier, the *Dallust*, stands in. In either case, TIE fighters are deployed to perform regular patrols through the security bubble.

Any ship approaching the security bubble is challenged by Bridge Control on the sphere, and a trio of patrolling TIE interceptors are diverted to intercept the ship. Those with proper codes are permitted to pass, while those lacking proper codes are ordered to turn around. Naturally, defiant aggressors are dealt with harshly.

Despite such measures, the sphere is not as secure as it might be; thousands of engineers, techs, and dockworkers are working on the sphere, and any one of them could be an agent, or be willing to sell his ID card and access codes. And with hundreds of maintenance vessels entering the area on a daily basis, it isn't too difficult to imagine a dedicated team of operatives getting their hands on one—and its corresponding codes.



The Torpedo Sphere

Note: These stats reflect the inactive torpedo sphere with a skeleton crew and offline ordinance. See page 59 of the *Imperial Sourcebook* for the stats of a fully operational sphere.

Craft: Loronar's Torpedo Sphere

Type: Dedicated siege platform

Scale: Capital

Length: 1,900 meters

Skill: Capital ship piloting: Torpedo Sphere

Crew: not present; 14,000 techs and guards

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors 4D+1

Passengers: 1200 (troops)

Cargo Capacity: 3.8 million metric tons

Consumables: 4 years

Hyperdrive multiplier: offline

Hyperdrive backup: x18

Nav Computer: Yes

Speed: 2

Hull: 7D

Shields: 2D

Sensors:

Passive: 50/1D

Scan: 75/3D

Search: 150/4D

Focus: 5/4D+2

Escort Carrier Dallust. Capital, *astrogation* 3D+2, *capital ship gunnery* 4D, *capital ship piloting* 4D+1, *capital ship shields* 4D+1, *sensors* 3D+2. *Maneuverability* 1D, *space* 4, *hull* 7D+1,

shields 2D. *Weapons:* 10 twin laser cannons (fire control 3D, damage 3D).

The Sphere's Ship Compliment

The torpedo sphere does not house fighters, which is why it is always supported by an escort or Star Destroyer. It does have a number of generic hangars which can handle more mundane craft such as personnel transports, supply shuttles, and drop ships like these:

MT/191 Drop Ship/Special Purpose Shuttle. *Starfighter, space transports* 4D+2, *starship gunnery* 4D+1, *starship shields* 3D+2, *sensors* 3D+2. *Maneuverability* 0D, *space* 10 (during drop), 2 (return flight), *hull* 4D, *shields* 1D. *Weapons:* one light laser cannon (fire control 1D, damage 1D).

Lambda-class Shuttles. *Starfighter, space transports* 4D, *starship gunnery* 4D, *starship shields* 3D+1, *sensors* 3D. *Maneuverability* 1D, *space* 5, *hull* 4D, *shields* 1D+2. *Weapons:* three double blaster cannons (fire control 2D, damage 4D), two double laser cannons (fire control 3D+1, damage 4D+1).

Sphere Population

Because the torpedo sphere is offline, it does not have its full complement of 61,245

crewmembers, nor even the standard skeleton crew of 20,415. A mere 1,200 officers and men are currently stationed on board to maintain security—800 naval troopers and 400 stormtroopers.

Nearly 13,000 workers are also on board, and can be found in many areas reworking ship systems (about 20 percent are zero-gee dockers working on the outer hull). Few of these workers will resist the characters if threatened, though some might be willing to fight if the situation doesn't look totally suicidal. Once free to act, most threatened workers will raise the alarm.

Naval Troopers. All stats are 2D except: *Dexterity* 2D+1, *blaster* 3D+1, *blaster rifle* 4D+2, *brawling parry* 3D+1, *dodge* 3D+1, *grenade* 3D+1, *melee combat* 3D+1, *melee parry* 3D+1, *running* 3D+2, *Knowledge* 1D+1, *intimidation* 2D+1, *streetwise* 2D+1, *Mechanical* 1D+2, *Perception* 3D, *command* 4D, *search* 4D, *brawling* 4D+2, *stamina* 3D+2, *Technical* 1D, *security* 2D. Move 10. Blast helmet (+1D physical, +1 pip energy), blaster (4D), comlink.

Imperial Stormtroopers. All stats are 2D except: *blaster* 4D, *brawling parry* 4D, *dodge* 4D, *brawling* 3D. Move 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related

skills), blaster (4D), blaster rifle (5D), comlink.

Work Crews. All stats are 1D except: *Technical* 3D. Move 10.

Moving Around the Sphere

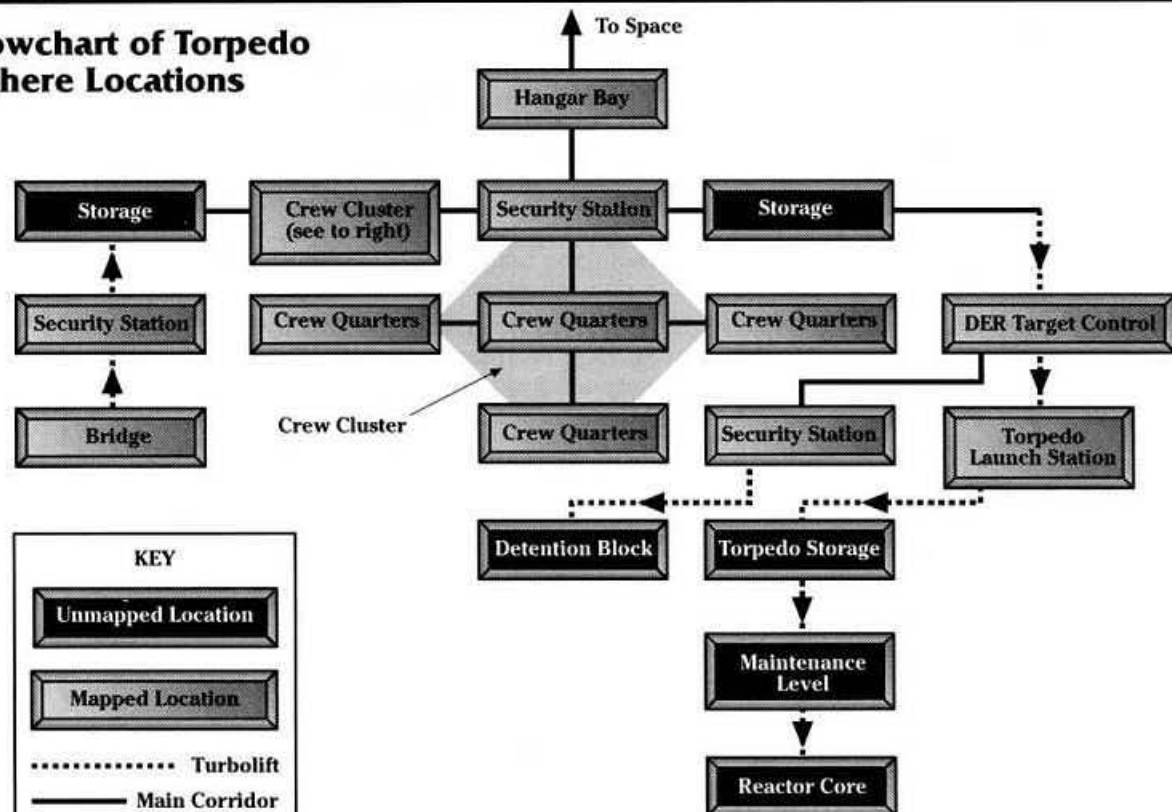
The state of the sphere varies from section to section. In some areas, the corridors and rooms are deserted and in pristine condition, ready for service. Other areas, also deserted, show signs of being worked on; there are work carts and tools scattered around, panels and deckplates removed to give access to piping, machinery, and ducts, and so on. Still other areas are active, with work crews working on various projects.

The guards, of course, patrol all areas on a regular basis; both to maintain security, and to roust goldbricking workers (who like to hole up in deserted areas for a nap or a card game when given half a chance). You can use the encounter chart in the Main Corridor section below to determine staff movements for areas not covered elsewhere in the key.

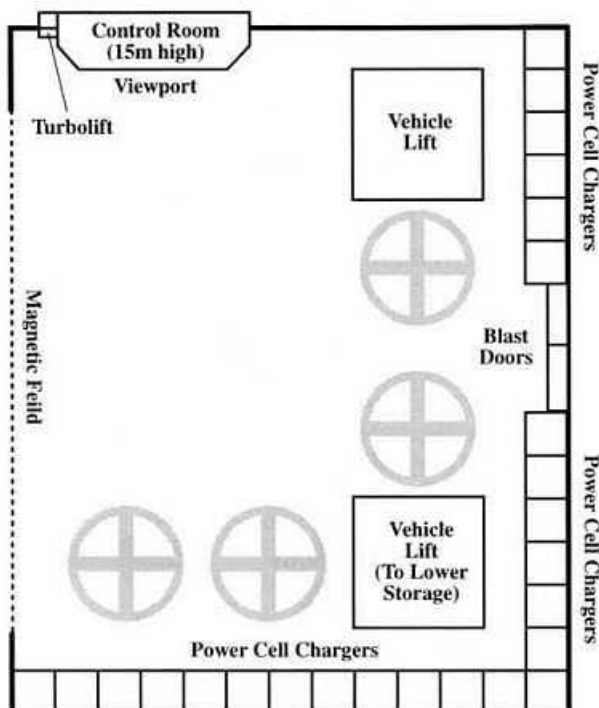
Key

Three of the maps in this section detail specific sections of the torpedo sphere. The

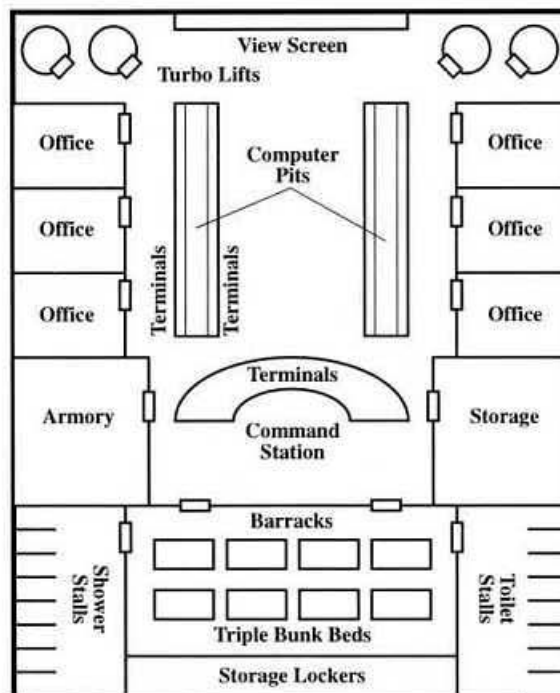
Flowchart of Torpedo Sphere Locations



Torpedo Sphere Locations



Hangar Bay



Security Station

map is a flow chart showing these locations in relation to each other. You can use this flow chart to keep track of the characters' movements without having the entire sphere mapped.

If it appeals to you, designate certain areas of the sphere as dead zones—normally inhabited areas the Imperials have sealed and shut down to conserve power. Inside the dead zones, there is no power, lighting, artificial gravity, or air. This strategy can help you channel the characters' movements in the sphere. At the least, it presents them with an interesting new challenge.

For example, if they get their hands on vacsuits, they can travel through the powered-down sections rapidly, and with little interference from security. Unless, in your cruelty, you determine that the guards can detect any lifeforms moving through these sections—lifeforms which aren't supposed to be there. If you indulge yourself in such sadistic pleasures, you can have a squad of stormtroopers waiting at the other end to surprise the smugglers—who are no doubt sure they have cleverly avoided a legion of difficulties you had prepared for them.

Main Corridors

These gun-metal gray corridors criss-cross the entire sphere. Flanking the corridor are a pair of glowrods, set on the walls every 15 meters. There is a cluster of turbolifts every 100 meters or so which provide access to other levels.

There is a pair of blast doors every 20 meters. The techs have locked most of them in the open position so they can wheel through the halls on their maintenance carts without stopping. The doors can be closed to seal off an area in the event of an emergency or security alert.

Every 10 rounds the characters spend in a corridor, roll 1D. On a roll of one, roll another 1D and consult the table below to determine an encounter:

1D	Encounter
1	Stormtrooper patrol
2	Naval trooper patrol
3-4	Work crew (on cart or walking)
5	MSE "mouse droid" delivering message
6	Passing droid (protocol, astromech, etc.)

Troops patrol in squads of six and question any suspicious individuals they pass. Work

crews consist of two to six personnel traveling to a work site or repairing something. With a Moderate *con* or *persuasion* roll, they don't report the characters. The mouse droid is running an errand and ignores the characters. A passing droid will also likely assume the characters belong, unless it sees weapons, in which case it may or may not notify security (your call—protocol droids are more likely to panic and call security, loadlifters won't care, and astromechs might curiously follow them at a distance to see what they're doing).

Maintenance Cart. Speeder, maneuverability 1D, move 70;200 kmh, body strength 1D.

Hangar Bays

The torpedo sphere contains a dozen separate hangar bays, each one similar in design. A 60-meter opening to space is sealed with a magnetic field to maintain the bay's atmosphere. The bay floor has room to hold four mid-sized shuttles. A pair of vehicle lifts lower the shuttles into the lower storage bays. Two of the four walls are set with power cell rechargers. A pair of blast doors lead to the rest of the sphere.

The typical bay contains two or three cargo or *Lambda*-class shuttles at any given time. Half a dozen or so technicians scurry about servicing the ships. Each hangar bay also has a pair of cargo skiffs to move small loads.

Fifteen meters above the bay floor is a transparasteel viewport. Behind the viewport is the control room, staffed by eight more technicians and six naval troopers. This room contains computers controlling hangar operational systems, including activation of the magnetic field, opening the blast doors, and the vehicle lift controls. A turbolift provides access to the control room.

Imperial Technicians. All stats are 2D except: *ground vehicle operation* 3D, *hover vehicle operation* 3D, *repulsorlift operation* 3D+1, *lifting* 2D+2, *computer programming/repair* 4D+1, *droid programming* 3D, *ground vehicle repair* 3D+1, *hover vehicle repair* 3D+2, *repulsorlift vehicle repair* 3D+2, *space transports repair* 4D, *starfighter repair* 3D, *starship weapon repair* 3D. Move 10. Coveralls, comlink, tool kit (contains several large hydrospanners capable of weapon use; damage STR).

Cargo Skiff. Speeder, maneuverability 1D, move 70;200 kmh, body strength 2D.

Security Station

There are 20 of these locations spread throughout the sphere, although most of these are not fully staffed. The barracks are about a

quarter full, occupied either by naval troopers or stormtroopers. The armory is stocked full of blasters, blast helmets, and blast vests. It is protected by a complex lock mechanism which requires a Very Difficult *security* roll to open. The offices are largely unoccupied and those reserved for the ISB are being remodeled.

The command station is fully functional. The computer system is tied into a holocam network throughout the entire sphere. The press of a few buttons can conjure up the image of a sphere location on the viewscreen. The computer pits control the sphere's blast doors and other security features.

A normal security station is staffed by 24 troops (either stormtroopers or naval troopers), plus another 12 security technicians. When the characters enter a security station, roll 1D and consult the table below to determine its compliment of staff. Security stations near the bridge are always fully staffed.

1D	Troops	Techs
1	6	3
2-3	12	6
4-5	18	9
6	24	12

Security Technicians. All stats are 2D except: *blaster* 3D, *dodge* 3D, *investigation* 3D+1, *search* 3D, *brawling* 3D+1, *computer programming/repair* 4D, *droid programming* 3D+1, *first aid* 2D+2, *security* 3D. Move 10. Blaster (4D), datapads, security uniform, comlink.

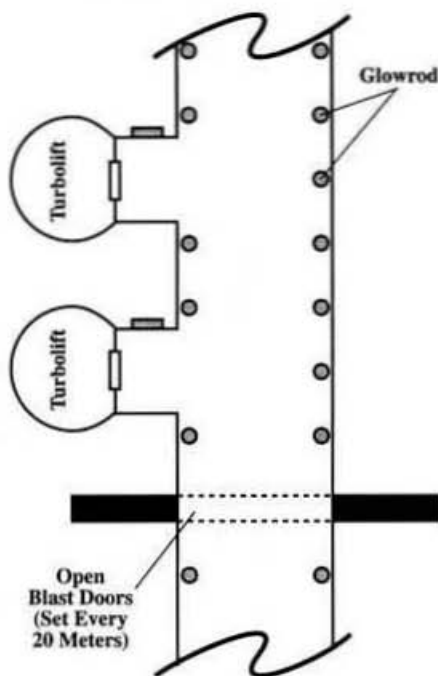
The Main Bridge

The main bridge is at the very tip of the torpedo sphere's northern pole. A huge viewport grants an actual view of a current target, while a tactical display screen depicts battle information during an attack. A command platform occupies the center of the bridge. There are computerized console seats for the sphere's captain, first officer, and tactical officer. Techs in the computer pits update tactical and systems operational data. Behind the command platform is a holobooth to send and receive holotransmissions. The navigational nook is a computer console dedicated to the sublight and light-speed operations of the sphere.

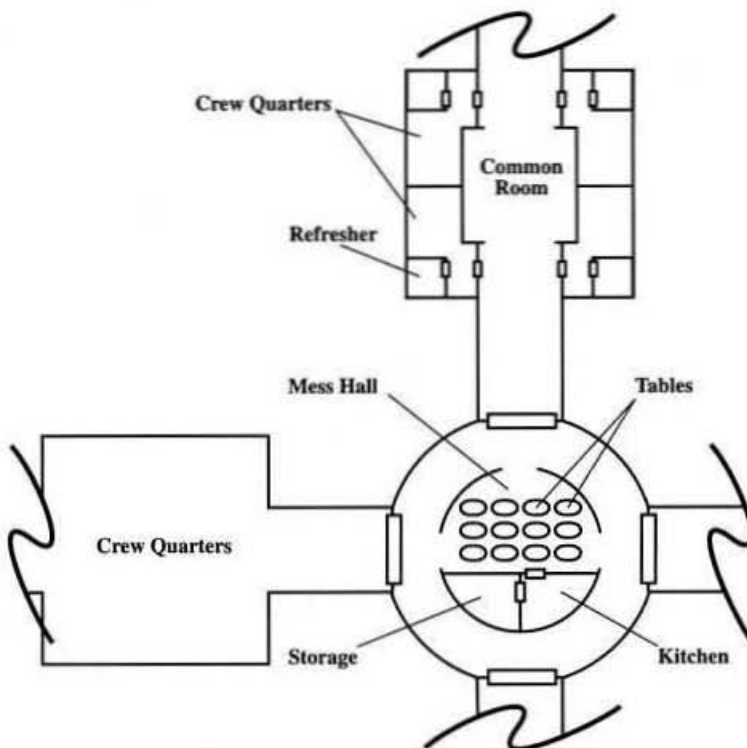
There is a pair of rooms just off the bridge. One is a general meeting room, containing an oval meeting table equipped with a small holoprojection unit. The other chamber is the captain's office.

The bridge is fully crewed at all times. The captain takes the day watch (ship time is calibrated to Tallaani standard), while the first officer commands the night crew. The tactical officer is present only during a military opera-

Main Corridors with Turbolifts



Crew Quarters



tion or training simulation. Twenty-four computer technicians are required to operate the sphere at full efficiency. Another eight are needed to operate the navigational nook. A permanent attachment of 12 stormtroopers is always present on the bridge.

Captain Edric Darius. All stats are 3D except: *Dexterity* 3D+2, *blaster* 5D, *dodge* 4D+1, *bureaucracy* 5D, *bureaucracy: Imperial Navy* 6D+1, *intimidation* 5D+1, *planetary systems* 4D+2, *tactics* 6D, *tactics: torpedo sphere* 8D+2, *tactics: fleet* 6D+2, *astrogation* 5D+1, *capital ship piloting* 4D+2, *capital ship piloting: torpedo sphere* 6D, *starfighter piloting* 4D+1, *command* 7D+1, *con* 4D+1, *Strength* 2D+1. Move 10. Blaster (4D), datapads, comlink, captain's uniform.

First Officer Geffen. All stats are 3D except: *Dexterity* 3D+2, *blaster* 4D, *dodge* 4D, *bureaucracy: Imperial Navy* 4D+1, *planetary systems* 4D, *tactics* 5D, *tactics: torpedo sphere* 5D+1, *tactics: fleet* 6D, *astrogation* 5D, *capital ship piloting* 4D+2, *capital ship piloting: torpedo sphere* 6D+2, *command* 5D+1, *Strength* 2D+2. Move 10. Blaster (4D), datapads, comlink, commander's uniform.

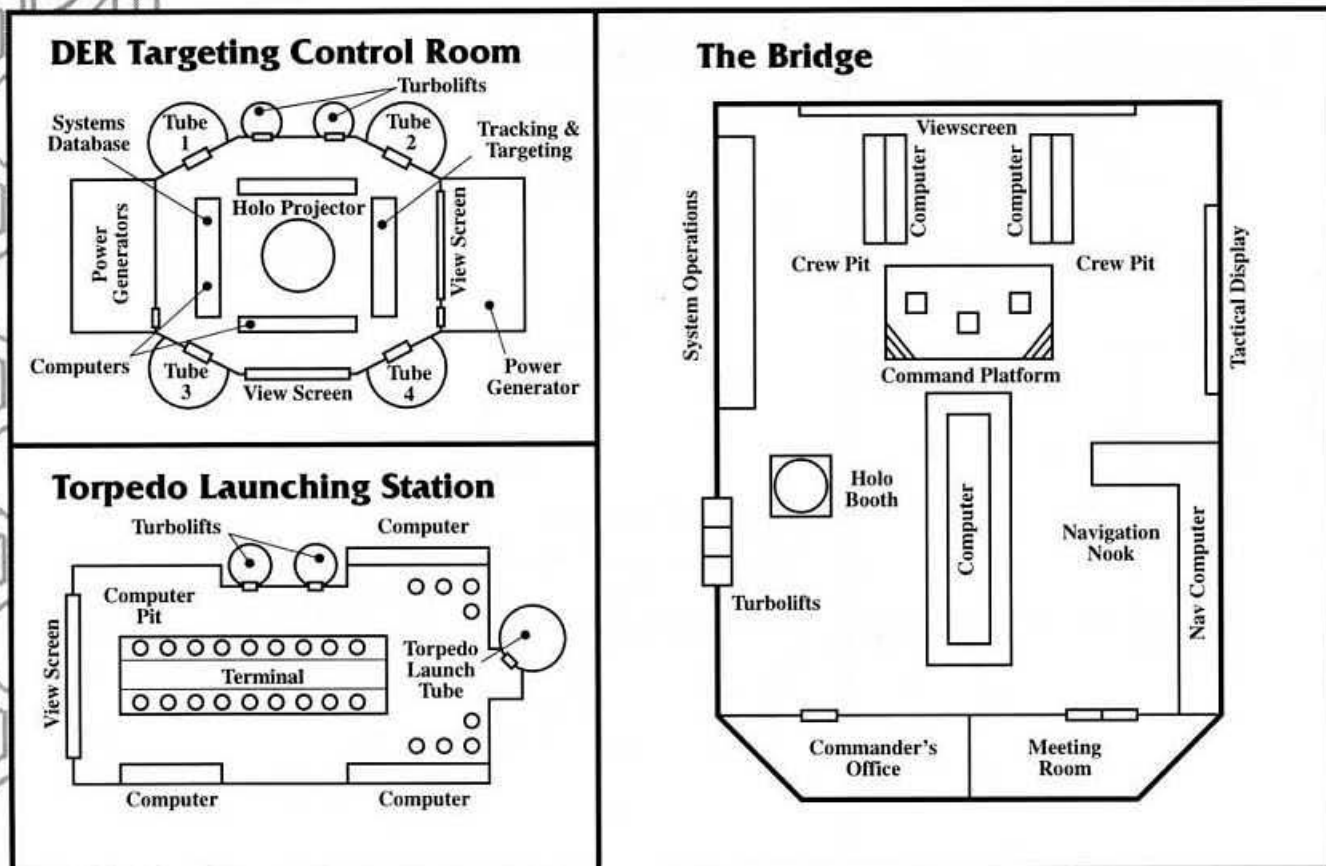
Crew Quarters

A typical crew quarters is, in reality, a collection of five rooms. The central circular chamber serves as a mess hall, complete with a droid-staffed kitchen and a food storage room. Four short corridors lead to crew living quarters. These areas are divided into four separate rooms with a common room in the middle. A collection of five of these sprawls is termed a Crew Cluster.

These chambers are the living areas for the over 60,000 crew members required to staff a fully functional torpedo sphere. Most of these crew members are non-combatant technicians, navigators, and laborers. On a tour of duty these areas are filled to capacity at all times, but with the crew on leave, most are deserted. A few are in use by the security staff and some of the workers.

DER Targeting Control Room

There are dozens of these small control rooms scattered about the perimeter of the equatorial region of the sphere (120 of them in all). Each consists of four computer stations, two dedicated to the targeting and tracking of shield energy outputs. Another computer terminal analyzes the information and saves it on



the fourth terminal, the system database. A pair of viewscreens provides technical and visual information. The center of the area contains a holoprojector that simulates the planet and shields currently targeted. A pair of rooms flank the control room. These contain the specialized generators necessary to power the DER Targeting computers.

These control rooms are currently shut down and unoccupied, though in normal operation they are staffed by 20 targeting technicians. Alternatively, you can have teams of techs upgrading computer software packages in these rooms (use the stats below). In this case, the computers are all on in diagnostics mode, and the planet Tallaan is displayed in the holotank.

The turbolifts run down to the torpedo launching stations. Four maintenance access doors, one in each corner of the room, open out on the torpedo launch tubes. Each tube is a long shaft which runs up to the outer rim of the sphere, and down to a torpedo holding bay. A ladder, which is retracted flush into the wall unless activated by a nearby control panel, leads down (but not up), to a similar door in the launching station and the holding bay.

Targeting Technicians. All stats are 2D except: *computer programming/repair* 4D+1, *com-*

puter programming/repair: DER Targeting computer skills of 5D+2, droid programming 3D. Move 10. Coveralls, comlink.

Torpedo Launching Station

There are 480 of these small stations, clustered in groups of four around each DER targeting control room—one for each torpedo launch tube. These stations control the targeting and launching of the sphere's proton torpedoes. Four Imperial gunners are stationed here, along with six more computer technicians. The gunners occupy the computer pit, while the technicians oversee the system operations. One side of the station is a transparasteel wall, providing a view of the launch tube. An access hatch is present. Traversing the tube in one direction leads to space, the other leads to the torpedo storage chamber.

Most of these stations are powered down, but several are crewed by gunners who remain assigned to the ship. The gunners keep their skills honed by running computer-simulated attacks on Tallaan. If you describe it just right, you could have the players believing the sphere is about to make an offensive move on Tallaan (if such a move is a possibility in your adventure, as it is in the mini-campaign described in this book).

Imperial Gunner. All stats are 1D+1 except: *Dexterity* 2D+1, *blaster* 3D+2, *blaster artillery* 4D+2, *dodge* 3D+2, *thrown weapons* 3D+2, *vehicle blasters* 4D+2, *value* 2D+1, *Mechanical* 3D, *capital ship gunnery* 5D, *capital ship gunnery: proton torpedoes* 6D, *capital ship shields* 4D, *communications* 4D, *sensors* 4D, *starship gunnery* 4D, *starship shields* 3D+2, *bargain* 2D+1, *con* 2D+1, *climbing/jumping* 2D+1, *lifting* 3D+1, *stamina* 2D+1, *capital starship weapon repair* 4D+1, *capital starship weapon repair: proton torpedo launcher* 5D+1, *computer programming/repair* 3D+1, *starship weapon repair* 4D+1. Move 10. Blaster (4D), computerized gunnery helmet (+1D to *capital ship gunnery* or *starship gunnery*; tongue operated comlink; +1D to *sensor*), protective armor (+2 pips versus physical and energy attacks).

Torpedo Storage Centers

Turbolifts from the torpedo launching stations lead down to torpedo storage centers (as do the launch tubes themselves, of course). The turbolifts open out into the loading area of the center.

At one end of the chamber is a cluster of 25 proton torpedo launch tubes. At the opposite end is a huge pair of retractable blast doors, leading to the torpedo storage chamber. The loading room is staffed by 25 B-1 worker droids, modified to handle the torpedoes. There are 25 power cells mounted in the walls, used by the droids to recharge when not functioning.

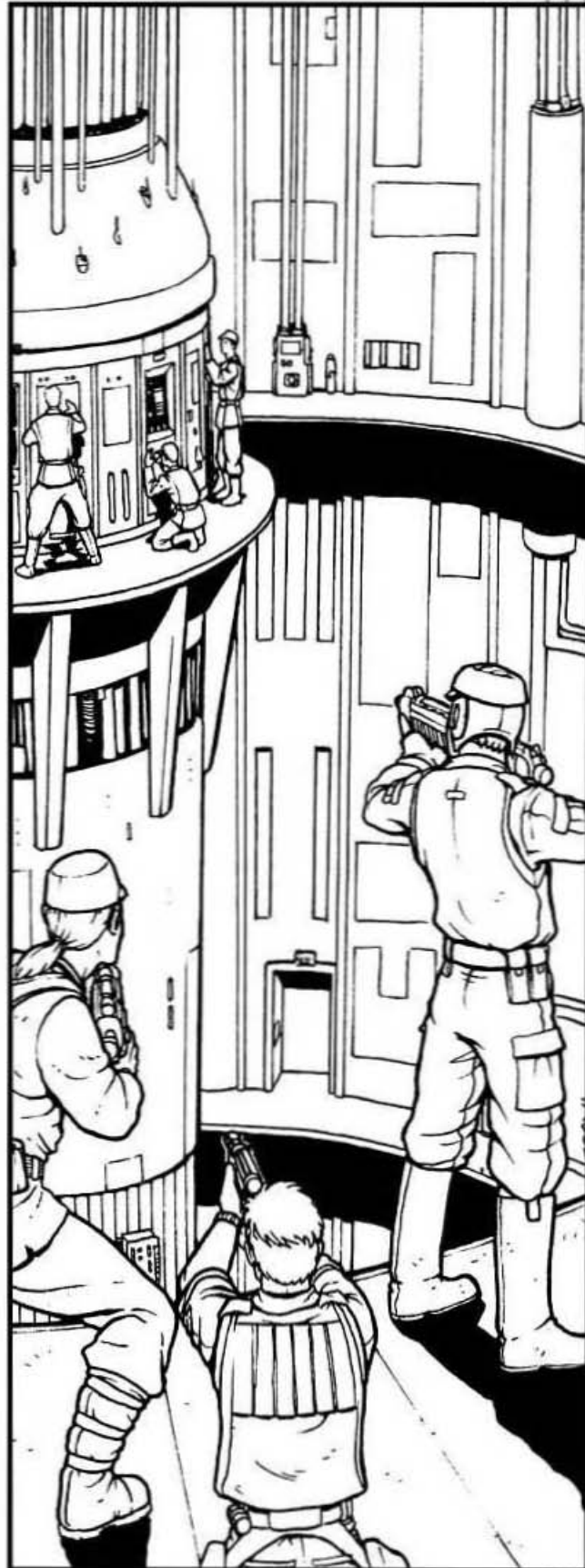
The storage chamber occupies most of the center. Its outer walls are quadruple strength to reduce the effects of accidental explosions. It is filled with six racks holding thousands of torpedoes, ready for launch. The B-1 worker droids, equipped with internal beckon calls, retrieve torpedoes from this chamber and load them into the launch tubes. All commands are issued from the torpedo launching control stations.

This is one of the areas you'll need to map out.

B-1 Worker Droids (25). All stats are 1D except: *Strength* 8D, *lifting* 10D, *stamina* 4D. Suction/magnetic tipped digits, retractable third leg (+1D to lifting when deployed), visual spectrum scanner, internal comlink/beckon call system. Move 6.

Maintenance Access Shaft

At various points in the main corridors and in some room there are access panels that lead to maintenance shafts which run up and down to other levels (you can determine where these are). In many cases, these shafts have been opened up by workers, who may be working



elsewhere when the characters find the shaft entrance, or may be nearby.

The typical shaft is nearly 250 meters long and 20 meters in diameter. The access hatch (on each level) from one of the maintenance bays is flanked by a pair of ladders, providing travel up and down the shaft. A pair of power conduits run along the opposite surface.

Using the ladders requires an *Easy climbing* roll, provided the climber is not rushing or performing other actions, like shooting guns up or down the shaft. The power conduits emit heat, providing a stuffy environment, especially near the top of the shaft. All climbers need to make an *Easy stamina* roll or the difficulty of the *climbing* roll is increased to Moderate.

Patrols do not enter these shafts often, but maintenance crews do on a regular basis. Mynocks tend to infest these areas, so if you think the climb needs some spicing up, throw a few at the characters while they're clinging to the side of the shaft.

If your characters have infiltrated the sphere to blow it up, they are probably heading for the reactor core. In this case, place a turbolift that leads to the reactor core at the bottom of one of the shafts they explore.

Mynocks. *Dexterity 3D, Perception 1D, Strength 1D.* Special Abilities: Energy drain, flight, can survive in a vacuum. Move 9.

Reactor Core Chamber

By using a lift at the bottom of one of the maintenance access shafts, the characters arrive in an antechamber leading to the torpedo sphere's reactor core. A single door leads to the reactor core chamber. Hanging on one of the walls are several heat- and radiation-resistant vacuum suits with smoked faceplates.

The dark cavernous interior of the core chamber is a huge metallic sphere riddled with coolant conduits and heat sinks. The door of the anteroom opens out on to a metallic platform which rings the reactor wall some 150 meters above the actual reactor, a 20-meter-wide sphere buried in coolant coils. A brilliant ultraviolet purple light spills out of ports in the reactor's sides, bathing the core in an eerie glow.

The cooling conduits on the outer walls of the core chamber are girded with metal scaffolding which provides access to their inner workings. Numerous ladders permit access to other levels of the core and more coolant conduits. These coolant conduits are the target of anyone trying to sabotage the sphere with detonite charges. Getting out on them requires an *Easy climbing* roll. Of course, anyone who falls from this level is toast—if not from the long fall to the bottom, then by passing close enough to the reactor to receive a lethal dose of radiation.

The chamber is uncomfortably warm, and radiation emits from the core. Hopefully the characters are wise enough to don the suits in the antechamber before entering (if not, throw a cumulative 1D damage at them every round until they leave or collapse).

No one stays in the reactor core, even when the torpedo sphere is on active duty—the radiation is too much to take for long. The core was one of the first areas overhauled when the sphere arrived at the Tallaan dockyards, and is now completely deserted (at least it is under normal circumstances).

The reactor core is another area you'll have to map out on your own. Think of the Death Star's reactor, on a slightly smaller scale (which is still huge enough to intimidate most players).

Chapter Eight

Lords and Spies

We've profiled certain gamemaster characters in the *Gamemaster Guide* to augment the source text and provide color. Here are some more characters you can use to spice up your campaign: lords and ladies, spies, business executives, entertainers, Imperials, and fringers.

Most of these characters are fairly sketchy, and not all of them have stats. You should further develop them to suit your needs.

House Nobles

Lady Areilla Nastascha

Lady Areilla is a high-ranking noble of House Cadriaan. She is a member of Lady Batho's privy council and grew up with the High Lady on Achillea. Unlike Lady Bathos, who focused her attention on the political infrastructure of her house, Lady Areilla concentrated on sports and eventually gained entrance to the Home Guard. After a 12-year distinguished military career as a pilot, she was appointed to Lady Carria's privy council when Lady Bathos ascended to power.

Lady Areilla is in her late thirties. She has short red hair and bright green eyes. Typically, she prefers to wear specially tailored gowns and dresses so that she can conceal weapons under her skirts. Her favorite heavy blaster is always strapped to her left thigh. She remains physically fit (a carry-over from her military days), and prefers to hone her piloting skills as opposed to sitting in meeting rooms deciding others' fates. By inclination she's a thrill-seeking adventurer who enjoys the rush of adrenaline, but her responsibilities have forced her to live a more sedentary life.

Lady Areilla Nastascha. All stats are 2D except: *Dexterity* 3D, *blaster* 5D+1, *melee combat* 4D+1, *melee parry* 3D+2, *missile weapons* 3D+2, *vehicle blasters* 4D, *Knowledge* 4D, *alien species* 4D+2, *bureaucracy: House Cadriaan* 7D, *business* 5D, *cultures* 5D, *value* 4D+2, *willpower* 5D+1, *repulsorlift operation* 5D, *space transports* 5D, *starfighter piloting* 7D+2, *starship shields* 6D, *Perception* 4D, *command* 7D+1, *persuasion* 6D+2, *computer programming/repair* 4D+1, *first aid* 3D+1. Move: 10. Expensive gown, heavy blaster (5D+1), thigh holster, 2500 credits, several datapads.

Baroness Mellona Gantrollo

A lesser noble of House Pelagia, Baroness Mellona is a striking woman in her early 20s who regards Procopia as her personal playground. A social butterfly of the first order, she can be found at just about any significant social function where Pelagia nobles are welcomed (and even some where they aren't).

Unbeknownst to most, Baroness Mellona is a Mecetti sleeper agent (she is not, however, a Mecrosa agent). She has married a Pelagian noble, and her mission now is to maneuver either herself, her husband, or her eventual children into that house's privy council. She is absolutely dedicated to her true house, and will sacrifice everything to advance its goals.

Baroness Mellona is extremely sensitive to detecting the politics and sympathies of those around her, and an expert at echoing like sympathies. She is also extremely manipulative.

Lady Cynith Maladori

Lady Cynith is a member of House Melantha. In their youth, Lady Cynith and High Lord Bal



Jaset were lovers. She betrayed his trust and love to promote her brother at his expense in a house succession battle, and he has never forgiven her. Now that he is High Lord, he has made life very difficult for her, and she has lost a great deal of the power and influence her family once commanded in house affairs. Lady Cynith is eager to restore her family's place as a major player in the house.

Baron Rathe Camalon

Baron Rathe is a young baron of House Cadriaan whose Freeworlds father bought his way into the nobility. Rathe's resentment at being ostracized by some of the old-fashioned nobles of his house because of his father's common background borders on obsession. He burns with hate toward established house members who ascend effortlessly (to his mind) through the house ranks.

Dame Elspeth Strobestock

A beautiful middle-aged woman with long, carefully arranged honey-blond hair, Dame Elspeth of House Barnaba is a popular guest at soirées because she is an excellent storyteller, a great listener, and an outrageous flirt. She is more popular with the men than the women,

but critics stifle their comments because there is reason to believe that her husband, Sir Heron, may be a rising star in august Imperial circles.

"Darling Heron," as Dame Elspeth calls him, is a colonel in the Imperial Army. She makes a great show of pining for him (he is nearly always away on business in the Outer Rim Territories), though her misery vanishes instantly when a man attempts to comfort her. Though only a knight (and a petty knight at that), Sir Heron is well thought of in the upper levels of House Barnaba, and his heroic exploits in the Army are well known in the noble drawing rooms of the Expanse (especially when Dame Elspeth is around to amplify them). There is talk of elevating him to baronhood if he ever settles down in Tapani sector long enough to impress a sponsor.

Business Officials

Brogan Ley

Brogan Ley is a young, ambitious Tapani commoner bent on climbing the corporate ladder as quickly as possible. At the tender age of 32, he has already become a high-ranking executive in TamCo, thanks to his charismatic and opportunistic nature.

Educated at Mrlsst Academy, Ley is intelligent and a gifted public speaker. Yet he's also a competent, ruthless business man, obsessed with his bottom line. He is a master of manipulation and cares absolutely nothing for the people he steps on to achieve his corporate and personal goals. Right now his primary goal is obtaining legitimacy in the eyes of House Mecetti nobles, who pay him little attention. He plans to do this by wedding a noble woman and thus obtaining a place in their society (he hasn't yet selected the lucky bride).

Brogan Ley. All stats are 2D except: *Dodge* 3D+2, *bureaucracy* 6D, *business: mining* 8D+2, *languages* 5D+1, *planetary systems* 5D, *value: ore* 8D+1, *bargain* 5D+1, *command* 5D+1, *forgery* 5D, *investigation* 5D+2, *persuasion* 7D+1, *Strength* 3D, *computer programming/repair* 5D+2. *Move:* 10. Stylish suit, ornate hold-out blaster (3D+1), several datapads, pocket computer with jack, 5,000 credits.

Emily Janse

Emily Janse is a smartly dressed Mining Guild officer in her early forties. The director of five mines operating in Reena Province, Janse has a lot of influence in the League of Tapani Freeworlds and the Great Council. Not enough influence, sadly, to keep her ore from being hit by Freeworlds tariffs.

Eager to rid herself of these tiresome tariffs, Janse has recently joined the Chamber (see page 61 of the *Gamemaster Guide*). She has not yet met most of its key members, though she is interested in doing so (mainly because she is in reality a Mecrosa agent).

Military Officers

Captain Andra

Captain Andra is a career military man. After a stint in the Neona Military Academy, he joined the Freeworlds navy and has been working his way up the ranks every since. Now he commands his own cruiser.

The Andra family is very ancient, and once belonged to a house which was long ago disbanded when the Freeworlds ceded from the Expanse. When not patrolling the Shapani Bypass, Andra can be found attending any number of parties in the Freeworlds, and even on Procopia from time to time.

Andra is a very dignified and distinguished-looking man in his early fifties. He has little patience for fools or snobs.

Major Shep Jion

Though a baron in House Melantha, Shep Jion has chosen to pursue a career in the Imperial Army. He transferred back to his home sector under the command of Major General Corvae. As a member of the Order of the Kilmer Bange, Jion has orders to keep an eye on his superior officer.

Jion is a lanky man in his thirties, with close-cropped blonde hair. He is an honorable man who is torn between two loyalties: his house and the Emperor.

Entertainers

Fitz Roi

Fitz Roi is a flamboyant jatz musician who has returned to his home sector after years in the Core. As a celebrity, Roi is welcome in many noble quarters, and is a constant fixture at Procopian parties and balls during capital season. He lives in an apartment on Estalle Island provided by his sponsor, a young House Barnaba lady who is infatuated with him.

Roi can be charming when he wants to be, and is well-liked by most of the Procopian elite. He plays a mean hand of cards, and when he isn't flirting or playing his horn, he is gambling.

Elio Bonton

Bonton is a high-class gambler and *bon vivant* who makes a living parting rich young nobles from their allowances (he wisely refrains from winning *too* often). They find him vastly entertaining, and he always has a clever tale or amusing story to tell. Elder nobles do not like him very much, but they can't seem to dissuade their sons and daughters from hanging around him.

Bonton is a handsome man in his early thirties who dresses well and carries himself like a warrior. Several house intelligence agents have attempted to recruit him, but he really isn't interested in playing *that* game. The cards are enough for him.

Spies and Fringers

Sir Jared Rutledge

Rutledge is a spy in the employ of House Mecetti. A minor noble, he prefers the exciting life as a field operative, traveling the galaxy skulking for the glory of his house.

Rutledge is a quiet, brooding individual, very much a loner. He is competent in working the underbelly of the galaxy or hobnobbing with the elite. He is a patient man and doesn't like



Jace Burrows

unnecessary risks. He is loyal to his house, but not above striking alliances with enemies to achieve a goal.

Jared Rutledge. All stats are 2D except: *Dexterity* 3D, *blaster* 6D+1, *brawling parry* 4D+1, *dodge* 6D, *melee combat* 5D+1, *pick pockets* 6D+1, *running* 4D+2, *bureaucracy: Tapani sector* 5D+1, *intimidation* 5D+1, *languages* 6D+1, *law enforcement* 4D+2, *streetwise* 7D, *value* 3D+2, *willpower* 5D, *Mechanical* 3D+1, *repulsorlift operation* 4D+2, *bargain* 4D+2, *con* 6D+2, *con: disguise* 8D, *forgery* 6D, *hide* 5D, *investigation* 7D+1, *persuasion* 5D+1, *search* 6D, *sneak* 7D, *Strength* 4D, *computer programming/repair* 6D+2, *droid programming* 6D+1, *droid repair* 4D+2, *first aid* 4D, *security* 7D. Move: 10. Hold-out blaster (3D+1), vibroknife (STR+2D), several datapads, 1,000 credits.

Rik-tak

Rik-tak is a Ranat cab driver. He is a JAN operative and pen pal of the Rodian Kelsek who haunts the suburbs of Mrlsst Academy on the lookout for new recruits. He overhears a lot of useful tidbits of interest to the JAN from passenger conversation.

Rik-tak has rust-brown fur and wears an oversized brown cloak with a snug fitting hood. He wears a belt dangling with numerous pouches and pockets. He has a whip-like tail, clawed hands, and a pointed snout with oversized incisors. His etiquette leaves something to be desired, but he is generally friendly and seems to know where to find anything.

Rik-tak, JAN Operative. All stats are 1D except: *Dexterity* 4D, *brawling parry* 4D, *dodge* 6D, *melee combat* 5D, *melee parry* 4D+2, *pick pockets* 5D+1, *running* 5D+1, *streetwise: Mrlsst* 5D+1, *value* 2D, *Perception* 3D, *con* 4D+2, *hide* 4D+1, *search* 5D+1, *sneak* 7D+1, *Strength* 2D, *brawling* 3D+1, *burrowing* 4D+2. Move 5. Pair of vibroknives (STR+2D), teeth (STR+1D), cloak, numerous pouches full of odd trinkets.

Chapter Nine

Mini-Campaign

Well, so far, you've gotten a general essay on running campaigns in Tapani sector, and a variety of settings in which to set them. In this section of the book, we present a sample mini-campaign which uses many of these locations.

The first adventure of the campaign is fully fleshed out and ready to run. The rest of the campaign is presented in the form of outlines, which you can tweak and develop to suit your own group of players.

Setting Up

The assumption is that your group will start off as local Rebel operatives who are starting a Rebel cell in Tapani sector. They don't have many resources, and their major early task is to bring money and supplies and new resources into the cell (we will assume you are using the sample cell presented in Chapter Three). As set up in this mini-campaign, House Cadriaan offers to provide the cell with supplies in return for certain favors.

The characters have just begun operations when "Hunting Grounds," the first adventure, starts. Though the characters will soon be sucked into an audacious plot to destroy the torpedo sphere orbiting Tallaan, don't let the players lose sight of their original objective: establishing an effective and self-supporting spy cell in Tapani sector.

Two of the adventures in the mini-campaign are peripheral regarding the main plot, but can yield important new contacts and allies that might prove important in a later incarnation of the campaign (i.e., after this mini-campaign has wound down and you have taken them on to new adventures in Tapani sector).

We have set up House Cadriaan as the main

ally of the characters in this campaign. If this interferes with your plans for the sector, feel free to change things around. Since most of this campaign is in outline form, wholesale modifications like this are not difficult.

Plot Overview

Several months ago, one of the Empire's mighty torpedo spheres put in at Tallaan's dockyards for routine maintenance. This servicing takes six months, and there are only two months left before it ships out for the Outer Rim, where it will threaten worlds not properly enthusiastic about their place in the New Order.

Should the torpedo sphere come to harm while at Tallaan, the Empire is almost sure to crack down on the sector, ending the precarious arrangement of semi-independence so valued by the Tapani nobles and the Freeworlders alike. The threat of greater Imperial intervention has cooled the enthusiasm for sabotaging even such a ripe target among less radical Rebel groups active in Tapani sector, most of whom call Tapani home.

However, three unlikely allies have decided that they benefit by destroying the sphere, and have united to bring this about. Radicals within House Melantha, the Mining Guild, and the JAN have initiated a plot to send the sphere flaming down onto the crowded cities of Tallaan, sending a message to the Empire that it can't ignore: Tapani can't control its own fringe and must be dealt with. At the very least, the plotters anticipate the Empire taking over the Freeworlds, even if the Expanse is spared.

An interesting feature of this campaign is that it places the characters in the position of

defending the Imperial sphere because the situation will become much worse in the sector if the JAN blows it up. However, you can, with a bit of modification, push things in a more traditional direction by charging the characters with blowing up the sphere themselves.

The Factions

The three major factions involved in the plot all have their own reasons for taking part in the strike at the torpedo sphere. Here is a brief profile of these groups—why they're involved, what they hope to gain and what they bring to the table.

House Melantha. There is a small but influential faction of lords in the privy council who feel that House Melantha would be strengthened if the Empire invaded, thanks to its many contacts on Coruscant (High Lord Bal is not in on the plot, because he would almost certainly oppose it, despite his known pro-Imperial sympathies). Destroying or damaging the torpedo sphere brings the sector a lot closer to that day, and in the meantime strike a blow at the Freeworlds.

The Melantha plotters initiated the plot and serve as a clearing house for the other two groups. They use their resources to obtain information, materials, and codes that the others can't. They can also hush things up and undermine investigations from within the house. They have already provided bacta shipment schedules to be used by the pirates (see below), covers for some of the JAN agents infiltrating the dockworkers servicing the torpedo sphere, and some of the access codes these groups need to gain entrance to restricted areas.

Naturally, the Melantha plotters know that should they ultimately prevail and take charge of the sector, they are extremely vulnerable to blackmail from their co-conspirators. Because of this, they plan to kill both the Mining Guild officials and the JAN operatives involved—once they have served their purpose. House Melantha can't afford to let any live to be swept up in the inevitable Imperial dragnet following the destruction of the torpedo sphere.

The Mining Guild. The mining companies in the Expanse have had enough of the crippling tariffs placed on their ore as it passes through

the Freeworlds. The companies have petitioned both the Mining Guild and the Great Council, so far to little effect (see page 45 of the *Gamemaster Guide* for a more detailed discussion on the tariffs issue).

While most mining company officers pursue legal channels to lift the tariffs, a small group of company and Mining Guild officials (many of them members of the Chamber—see page 61 of the *Gamemaster Guide*) have decided more bold tactics are necessary to change the situation to their favor. If the Empire takes control of the Freeworlds Region, the Expanse mining companies can lobby the Empire to lift the tariffs despite objections by Freeworld-based mining companies.

The mine conspirators have made arrangements for carefully timed pirate strikes at key bacta shipments as the date for the torpedo sphere attack nears. These strikes are designed to draw Imperial and Common naval forces away from Tallaan. The shipments are bound for Coruscant, ensuring a maximum response from the Imperial Navy when the convoys are hit. The shipping schedules for Coruscant bacta are kept highly secret, to prevent Rebel attack. The mining officials obtained these schedules from contacts on Thyferra.

Justice Action Network. The JAN is happy whenever it can blow up anything big and Imperial, and the Mrlsst cell is determined to make JAN history by blowing up one of the biggest weapons in the Empire's arsenal (now that the Death Star is gone). The JAN leadership knows perfectly well that the result will be more Imperial interference in the sector, but this suits them just fine; it is about time the sheltered and coddled Tapani natives see the true face of the Empire, and a more oppressed populace means more recruits for the Cause. The leaders are also aware of the possibility that Melantha may betray them but are perfectly willing to sacrifice their followers for the Cause. The followers would understand—to prevail over the hated Imperial oppressors, one must be willing to go to any ends to succeed.

The JAN conspirators are the sword of the plot. It is up to them to actually carry out the raid on the sphere, and the strike team has been training for months in a secret camp on Mrlsst for the raid.

The Major Players

For the sake of simplicity, the three factions have been personified in three main characters. If you are the sort of gamemaster who enjoys running adventures featuring casts of thousands, feel free to expand this list. Some likely suspects lurk in Chapter Eight.

Lord Vaskel Savill

Type: House Melantha Noble

DEXTERITY 3D+2

Archaic guns 5D+1, blaster 4D+1, blaster: sporting blaster 7D, bow: crossbow 6D, dodge 5D, firearms 5D, melee combat 4D+2, thrown weapons 3D+2

KNOWLEDGE 3D

Bureaucracy 5D, bureaucracy: House Melantha 6D+2, intimidation 4D+2, streetwise 4D+2, survival 5D+1, survival: forests 6D+1

MECHANICAL 2D

Repulsorlift operation 3D+1, space transports 3D+1

PERCEPTION 4D

Bargain 4D+2, command 5D, gambling 5D+2, hide 5D, search 6D, search: tracking 8D+1, sneak 5D+1

STRENGTH 3D+1

Brawling 4D+1, climbing/jumping 4D+2

TECHNICAL 2D

Blaster repair 3D+2, first aid 3D+1

Force Points: 1

Character Points: 13

Move: 10

Equipment: Sporting blaster (3D+1), heavy crossbow (3D), blaster rifle (5D) with macroscope (+1D to hit long range targets), comlink, camo cloak (+1 to *sneak* and *hide* rolls)

Capsule: Lord Vaskel is a very tall man with short brown hair, which is pulled back into a short ponytail. He has long sideburns and roguish good looks. He favors short-sleeved shirts, allowing room for his bulky arms. Except in extremely formal situations, Lord Vaskel keeps the upper buttons of his shirt unbuttoned, revealing a hairy chest.

Lord Vaskel is a high-ranking lord in House Melantha who sits on the High Lord's privy council. He is the mastermind of the sphere conspiracy, and its primary architect. He has carefully manipulated the other conspirators into doing the dirty work, leaving himself clean enough to deny all, should it come down to it.

Lord Vaskel is a boisterous, cocky individual, but he can back most of his boasts with action. He is a crack shot with a

blaster, and an accomplished big game hunter. To increase the thrill of the hunt, he often hunts with archaic guns or bows. A skillful storyteller, Lord Vaskel can spin an exciting yarn out of any hunt, no matter how mundane.

Although he sits on High Lord Bal's privy council, Lord Vaskel spends most of his time hunting. He enjoys hunting on Vycinyth's forest moon, but he also travels the galaxy for other hunting locales.

Annora Calandra

Type: Mining Guild Official

DEXTERITY 2D+2

Blaster 3D+2, brawling parry 5D+2, dodge 5D, melee combat 4D, melee parry 5D+2

KNOWLEDGE 4D

Bureaucracy 5D, business 6D+1, business: Mining Guild 7D+1, value 5D+1, value: ore 7D, willpower 4D+2

MECHANICAL 2D+1

Astrogation 3D+1, repulsorlift operation 3D+2, sensors 4D, space transports 3D+1

PERCEPTION 3D

Bargain 4D, command 3D+2, investigation 4D, search 4D

STRENGTH 3D+1

Brawling 5D+1, brawling: martial arts 4D+2, stamina 4D+2

TECHNICAL 2D+2

Computer programming/repair 5D+2

Force Points: 1

Character Points: 8

Move: 10

Equipment: Hold-out blaster (3D), blaster rifle (5D), several datapads, survival pack

Capsule: Annora Calandra is a short slight woman in her mid-thirties. She has long brown hair, usually worn back or piled up in a professional manner. Although she appears frail, she is accomplished in a variety of self-defense martial arts and can hold her own in a brawl.

Calandra is one of the Mining Guild's regional Inspector Auditors, a position that requires her to extensively travel to member mining companies and audit their books to ensure that they are paying the proper fees to the Guild. Despite her impressive title, Calandra is little more than a lackey for higher-up officials in the Mining Guild. These officials don't want to be seen in public or implicated in the scheme to bring the Empire into the sector.

Calandra is a quietly ambitious individual. She is dedicated to the Mining Guild and is willing to risk her life for its benefit. She dislikes boorish, overbearing individuals and enjoys putting



Thomas Biondolillo



Thomas Biedaillio

them in their place. Her inability to keep her mouth shut has short-circuited her career more than once. Fortunately, she has managed to control herself in the presence of Lord Vaskel.

Calandra has already served her primary purpose by the time the adventure begins—assembling a coalition of Mining Guild members who would be willing to deal with House Melantha should the Empire take over. (Most of these officials know nothing of the JAN plot.) Her final task is to arrange for pirate attacks near Cadriaan (which she does immediately before the adventure starts). Once this is done, Lord Vaskel draws her to Procopia to have her killed.

If the character save her from this fate, she may cooperate with them. She may also respond to threats to her career, though this is less likely.

Dr. Arkeld

Type: Mrlsst Academy Professor/JAN Cell Leader

DEXTERITY 2D+1

Blaster 3D+1, dodge 4D

KNOWLEDGE 4D

Alien species 6D, bureaucracy 5D+1, bureaucracy: Mrlsst Academy 6D+2, cultures 4D+2, languages 6D+2, planetary systems 5D, scholar: political science 8D, streetwise 6D, willpower 6D+2

MECHANICAL 2D+2

Astrogation 6D+2, repulsorlift operation 4D+2, sensors 4D+2

PERCEPTION 3D+2

Command 4D+2, command: JAN 7D+2, hide 4D, investigation 4D+1, persuasion 6D+2, persuasion: oration 8D+2

STRENGTH 2D

Stamina 3D+1, swimming 3D

TECHNICAL 3D+1

Computer programming/repair 7D, demolition 6D+1, droid programming 4D+2

Force Points: 1

Dark Side Points: 3

Character Points: 17

Move: 8

Equipment: Hold-out blaster (3D), portable computer, numerous datapads, stylish suit

Capsule: Dr. Arkeld is an aging human in his mid-sixties. He has gray receding hair and a full gray beard. His skin is pale from long hours pouring over computer text and datapads. His beard and what remains of his hair are typically unkempt.

Dr. Arkeld has dedicated nearly 40 years to research

and teaching at Mrlsst Academy. A gifted speaker, he can enthral a lecture hall of bored students for hours on end. Charismatic and jovial, he keeps students attentive with a wide array of radical teaching methods. His primary discipline is political science, but he also dabbles in social science, anthropology, and philosophy.

Secretly, Dr. Arkeld is the leader of the Mrlsst JAN cell. His radical ideas about taking on the Empire find fertile soil among some of the students at Mrlsst Academy. Although he does not gladly embrace violence, Arkeld is willing to lead his impressionable students into violent acts to further JAN goals. Arkeld has no qualms about sending his operatives on killing sprees to damage the Empire. He has a twisted sense of justice and cares nothing for a hundred lives lost if a key Imperial target can be eliminated.

Timeline

The conspirators are operating on a definite timetable. Keeping track of time is important, because, depending when the characters arrive at a location, certain groups or people might or might not be there. For example, if they arrive on Mrlsst to take on the JAN after Nelona 12th, they will find the strike team's camp deserted.

The following timeline takes into account the travel times suggested in Chapter Two for the sector, and assumes a three day trip to Abregado-rae from Achillea at x1 speed. If you change the sector travel times, you might have to adjust the time it takes Vaskel and the other conspirators to get around. Travel times vary for some trips because different speed spaceships are used. Most of the conspirators use fast ships (traveling at x1 speed), while the Nok Cartel pirates are slower (traveling at x2 speed).

To give the characters a fighting chance to keep up with all the conspirators, give them a ship with at least an x1 speed (such as the *Solar Flare* from Chapter Three). If they seem to be falling behind, you might arrange for them to gain a speedier x1/2 ship (maybe House Cadriaan upgrades their ship, or give them a new one).

On the other hand, if the players seem to be ignoring all other leads than the JAN, a fast ship may give them too much of an edge because they are playing the campaign linearly. You'll have to play it by ear.

Naturally, the following schedule does not take into account the characters. Sooner or later, their actions *will* impact the plan, and events will diverge. Be prepared to deal with this, and have an idea of how the conspirators will respond and alter their plans.



Thomas Biedaillio

Date	Event
Kelona 18	Calandra hires Nok Cartel pirates to strike at Cadriaan shipping.
Selona 3-4	The three primary plotters meet at the Vor-cal on Vilhon.
Selona 5	Vaskel, Arkeld, and Calandra leave Vycinyth.
Selona 7	Vaskel arrives on Soterios.
Selona 12	Arkeld arrives on Mrlsst.
Selona 15	Knumai expects the characters on Neona.
Selona 21	Calandra arrives on Calipsa.
Selona 27	Vaskel departs Soterios.
Selona 32	Vaskel arrives on Procopia for capital season.
Selona 34	Nok Cartel leaves Abregado-rae. Calandra leaves Calipsa.
Telona 4	Calandra arrives on Procopia.
Telona 5-6	Nok Cartel attacks bacta convoys in Achillea space.
Telona 9	Vaskel's ball at Malgrin Palace.
Telona 10	Calandra is murdered by Lord Barleos and his saber rakes.
Telona 12	Nok Cartel attacks Cadriaan shipping in Cesya space.

Telona 13	Jaset is assassinated with his entourage by Lord Vaskel's agents.
Telona 16	Nok Cartel attacks bacta convoys in Achillea space.
Telona 17	Lord Vaskel becomes House Melantha High Lord. Mining Guild begins re-routing ships away from Tallaan.
Telona 29	Nok Cartel lays over at Port Bianco for servicing.
Telona 32	Nok Cartel leaves Port Bianco.
Nelona 10	Nok Cartel attacks bacta convoys in Achillea space.
Nelona 11	Imperial task force leaves Tallaan to suppress pirate attacks in Cadriaan Province.
Nelona 12	JAN strike team leaves Mrlsst.
Nelona 13	XTS begins re-routing its ships away from Tallaan.
Nelona 16	JAN strike team arrives on Tallaan.
Nelona 17	Imperial fleet ambushes Nok Cartel in Nista system and destroys it.
Nelona 22	The torpedo sphere is infiltrated and destroyed by JAN operatives.

Chapter Ten

Hunting Grounds

Background

The characters have come to the attention of House Cadriaan's privy council as a group of outside troubleshooters which might be of use to them.

Mission Profile

Under the guise of hunters representing House Cadriaan, you are to travel to Vycinyth to attend the annual Vor-cal. Each year, a different house sponsors the Vor-cal, and uses its orbital hunting lodge for the pre-hunt festivities. This year, the safari is sponsored by House Melantha and takes place on Vycinyth's forested moon of Vilhon.

A Mining Guild official named Annora Calandra will attend the Vor-cal, as will representatives from the other houses in the Tapani sector, plus prominent sector personalities. Calandra is involved in disrupting shipping in Cadriaan province and is at the Vor-cal to meet with another House representative.

Your goals are:

1. Identify Calandra's house contact.
 2. Discover the nature of the meeting, and who is involved.
 3. Represent House Cadriaan in the Vor-cal.
- You must do your best to hunt a game animal for House Cadriaan.

To assist in your efforts, House Cadriaan has donated considerable supplies for your mission, and for the use of your cell. Included is a microbug that should prove useful in eavesdropping on the meeting, and other future surveillance missions. These items are yours to keep.

In exchange for supplies for their cell, the privy council wants the characters to do a little information gathering for it. Normally, the house would use its own spies, but since the operation requires mixing with other house nobles, they could be recognized, so it's better to use the characters, who are relatively new to the sector.

The privy council has learned that the Mining Guild is planning to disrupt shipping. A House Cadriaan spy tailing a Mining Guild official who is suspected to be a Chamber member (see page 61 of the *Gamemaster Guide*) saw her meeting with agents of a pirate group in the Outer Rim. The spy caught a bit of their conversation, and picked up two tidbits. First, that the Mining Guild official, Annora Calandra, is paying the pirates a vast sum of money to attack shipping in the Cadriaan province. Second, that the mining official is to meet with a house counterpart on Vycinyth during the Vor-cal.

Lady Areilla of the privy council is charged with looking into the matter. She in turn dispatches a Herglic lord named Knumai to meet with the Rebel cell. How she hears of the characters and how Knumai finds them is up to you—if nothing else comes to mind, perhaps Kijo Mnuue introduces Knumai to the characters.

Knumai sets up a meeting with the characters on a Tallaan spacedock to discuss the mission and give them some equipment for their operation and cell. Knowing how strapped the cell is for supplies, he offers them supplies and aid for their help.



Meeting with Knumai

Knumai summons the characters to Tallaan spacedock #473B. The meeting occurs under the guise of a standard cargo transfer. Knumai explains the details of the mission (summarized in the mission profile datapad) while processing the shipping manifests. Five bulky transcubes are transferred to the characters' ship via repulsorlifts. Knumai explains the catch mechanism required to access the false bottoms. Located in the false bottoms is the equipment supplied by House Cadriaan (see below). The Herglic promises 25,000 credits to go with them once the characters make their final report.

Knumai asks if there any final questions before giving them a datapad with their manifests. This datapad has files on their mission profile plus a description of the Mining Guild official, Calandra Annora (see stat capsule for information). He wishes them luck, and plans a rendezvous for ten days after the Vor-cal on Neona, where the characters can debrief him on the mission.

The supplies hidden in the false bottom of the transcubes are to be used in fulfilling the mission. The cell may keep them afterwards.

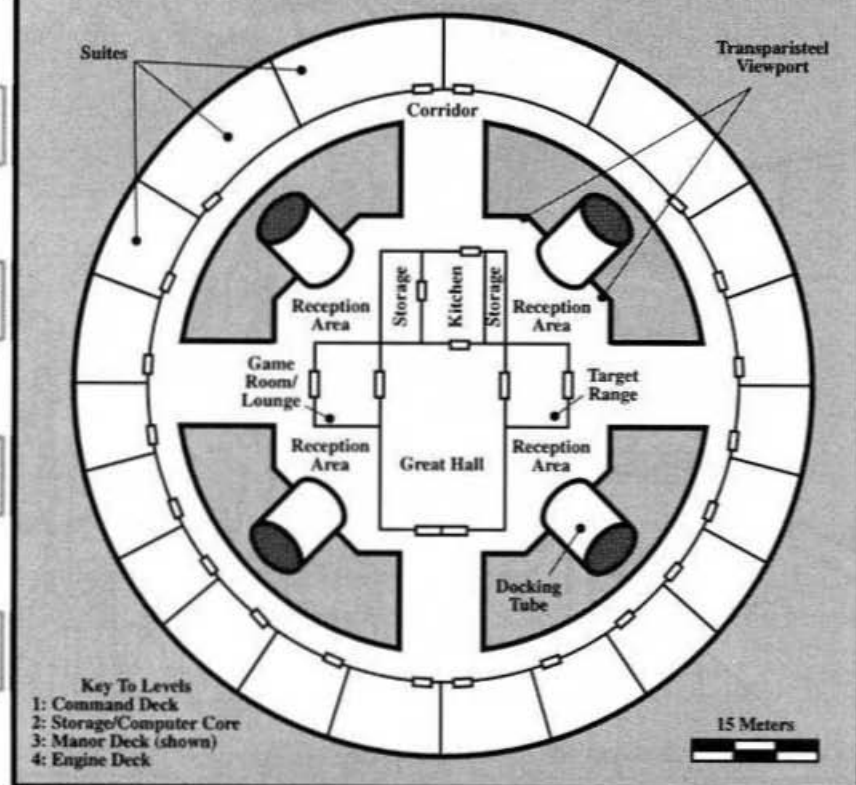
- 6 blaster rifles (5D)
- 10 blaster rifle ammo packs
- 2 macrosopes (+1D to hit all long range targets)
- 3 pairs macrobinoculars
- 3 medpacs
- 8 camouflaged jumpsuits (+2D to *sneak* in wooded terrain)
- 1 EAR-1 unit (see page 46 of the *Sector Guide*)

Key to the House Melantha Orbital Hunting Lodge

Each of the houses maintains a hunting lodge that orbits the forest moon Vilhon. See page 50 for a map of House Melantha's lodge, a metallic structure which is 150 meters in diameter.

The station's ring consists of a single level of guest suites. The central portion of the station consists of four decks. The top (and smallest) deck is the command center, staffed by nine House Melantha employees. The second deck is reserved for storage, but over half this area is dedicated to the station's computer core.

House Melantha's Orbital Hunting Lodge



The third deck (shown above) is the inhabited deck. See the key below for details. The fourth deck holds the station's engines, life support, and power core.

The Manor Deck (Deck 3)

Docking Bays (four). These four docking bays are located on level three. They can accommodate anything from a starfighter to a medium transport. Typically, ships don't dock here for an extended period of time. Usually, guests land their ships on Vycinyth and take a house shuttle to the lodge. House Melantha runs a courtesy shuttle for guests which makes a run every 12 hours.

Reception Area (four locations). The docking bays lead to one of these areas. The docking bays are set in massive transparasteel viewports, granting a commanding view of Vycinyth and its moon, and Tapani's nebulae.

The floor is covered in a dark-red plush carpet. The reception area is decorated with animal jaws, antlers, stuffed creatures and other hunting trophies, all collected by House Melantha hunters.

Kitchen/Food Storage. This chamber is staffed by six human chefs and four SE-4 servant droids. The kitchen is equipped with the latest cooking

devices, and when in full swing can produce a 22-course meal for over one hundred guests. The kitchen staff is supported by a team of waiters and bartenders.

The Great Hall. Elegant tapestries adorn the walls of this huge hall, and the floor is tiled in polished marble. Over the door opposite the entry doors hangs a metal plaque, on which is mounted a huge skeletal jaw. The jaw, a full 10 meters across, belonged to an immense space slug. Lord Vaskel boasts he killed the beast by hand, but most discredit this zealous tale.

An immense, densewood T-shaped banquet table occupies the chamber. Lord Vaskel and his special guests are placed at the T's cap, while others sit at the T's base. Overstuffed armchairs are strategically placed around the table for diners' comfort. A huge pair of hearths flank the table, and are always roaring with an impressive fire during a feast.

Game Room/Lounge. This quaint room is filled with comfortable chairs and round tables of various sizes.

After enjoying a feast in the great hall, guests come here to swap information and tales, gamble, and occasionally do a little business. The tables are suitable for sabacc and other card games, and many of the tables are programmable hologame tables.

Target Range. Many lords and ladies who come to Vycinyth for the hunt practice their shooting skills in target ranges, and House Melantha provides one for its guests. An amazing array of weapons, from primitive crossbows and slugthrowers to blaster rifles are available here, but most guests prefer to bring their own weapons (assume that most ranged weapons listed in the rulebook are available).

A holoprojector installed in the targeting zone simulates a stunning variety of targets. Some are two dimensional, while others are three-dimensional holographic targets that zip around the chamber seemingly with a mind of their own. Melantha tradition calls for a targeting competition to be held here the night before an important hunt, but attendance is optional.

Suites (13 locations). Access corridors lead from the hub of the station to the lodge's outer ring. This ring contains 13 suites of various sizes. Most contain one sleeping chamber, a

spacious entertainment room, and a simple 'fresher. More elaborate suites consist of three or four sleeping chambers, a small holographic hearth, and a mini-galley. Exterior walls are set with transparasteel viewports with electronic dimmers for privacy. Furnishings are stately, and the kitchen staff is always on call. See "Calandra's Suite" below for the description and map of a typical suite.

Participants of the Vor-cal

This section details a broad range of gamemaster characters that are present for this year's Vor-cal. Get familiar with each hunter's personality and motives before beginning play. The characters know Calandra is meeting a House representative, but they don't know who it is—and many of the hunters have goals and behavior patterns which may cause the characters to suspect them. If you like, you can expand the roster to include other guests and hunters.

Note that not all hunters are house nobles. Certain powerful megacorporations and sector institutions pay big bucks to attend the Vor-cal, so their executives can network with the sector elite, network, and obtain favors.

Many entries include some rumors about that person known to others. You can drop these into conversation as you like, or ignore them. Whether they are true or not is up to you.

Unless otherwise noted, each hunter travels and hunts with an entourage. These are assistants, servants, and apprentice hunters. They attend to their master's travel plans, assist with scheduling, and apprentice hunters actually aid in the hunt. These apprentice hunters assist in tracking prey, scouting ahead, and field-dressing game. Following each hunter's description is a list of the entourage's composition. If there is no list, use these stats:

Apprentice Hunters. All stats are 2D except: *Dexterity 3D, blaster 4D, missile weapons 3D+2, running 3D+2, survival 3D+1, Mechanical 1D, Perception 3D, search 4D, search: tracking 5D, sneak 4D+1, Technical 1D.* Move 10. Vibroknife (STR+1D), sporting blaster (3D+1), blaster rifle (5D).

House Melantha

Lord Vaskel Savill is House Melantha's representative for the 11th straight year. He is actually Calandra's contact, yet this meeting is of secondary importance to Lord Vaskel. He's here to hunt a beast first, and then get down to business. See Chapter Nine for Lord Vaskel's stats.

Essentially, the entire support staff of the orbital lodge answer to Lord Vaskel. In addition, he has six apprentice hunters attending him, and a SE-2-4 servant droid named "Twofour." Twofour is always at his master's side, assisting him with trivial matters, such as opening doors or wiping his master's chin with a napkin. Vaskel puts on an impressive air of annoyance, and constantly assaults the droid with a vicious onslaught of insults. Observant characters note the droid seems ashamed at being treated this way (on a Moderate *Perception* roll).

SE-2-4 ("Twofour"), Servant Droid. All stats are 2D except: *culinary arts 4D, cultures 3D, home economics 4D, languages 3D, communications 3D, repulsorlift operations 3D, bargain 3D, lifting 3D, first aid 3D.* Humanoid body, vocabulator speech system, photoreceptors, auditor sensors. Move 8.

House Mecetti

Lady Damara Decrilla represents House Mecetti at the Vor-cal. Damara clearly doesn't want to be here. She's a delicate yet ruthless woman who prefers her creature comforts to mucking around in a dank forest. Rumor has it that she's here because she got on the bad side of a more powerful noble who knew how much she'd hate this, and sent her here to show her her place.

She is here to bag an animal (by any means) and leave as soon as possible. She resists performing foolish "male-bonding" pre-hunt festivities, and until she's on the first shuttle departing, she's rude, curt, and generally in a bad mood, especially to members of houses that aren't allied with Mecetti.

Lady Damara's entourage consists of 12 support staff and a pair of apprentice hunters. However, these are a team of bounty hunters, not House Mecetti members. Damara hired them to "speed up" the hunt.

Lady Damara Decrilla. All stats are 2D except: *Dexterity 3D+2, blaster 6D, blaster: heavy blaster 7D+1, blaster artillery 5D, dodge 5D+1, vehicle blasters 4D+1, languages 4D, streetwise 4D+1, willpower 4D, Mechanical 3D, repulsorlift operation 5D, space transports 4D+1, Perception 3D, bargain 4D, gambling 5D, hide 5D, persuasion 5D+1, search 4D+1, sneak 4D+1.* Move 10. Blaster rifle (5D), heavy blaster (6D, personally modified power pack), jumpsuit.

Bounty hunters. All stats are 2D except: *Dexterity 3D, blaster 6D, missile weapons 3D+2, running 3D+2, survival 3D+1, Mechanical 1D, Perception 3D, search 5D, search: tracking 6D, sneak 4D+1, Technical 1D.* Move 10. Vibroknife (STR+1D), sporting blaster (3D+1), blaster rifle (5D).



House Calipsa

Lord Corell Muntique is the proud representative of House Calipsa. He's extremely pleased to be back this year, and has spent considerable time and money practicing for the hunt. He's even purchased a domesticated vornskr and trained him as a hunting dog. Lord Corell is too focused to ease up and enjoy the pre-hunt festivities. He takes this event seriously, and wants to be prepared. But he has a dual purpose on this excursion. He is supposed to work out an agreement with Lord Vaskel on supplying House Melantha with ore. It's mostly a done deal, they just need to work out the details.

Lord Corell is young and naive. He's very focused on his two goals. He refuses to imbibe any alcohol prior to the hunt, fearing it will affect his performance on the hunt. Like most nobles, he's insecure, spoiled rotten, and immensely proud of his house.

His entourage is the largest, consisting of twenty servants (including a vornskr caretaker). Yet he has only a pair of apprentice hunters, preferring to rely on his own skill and his pet.

Lord Corell Muntique. All stats are 2D+1 except: *Dexterity* 4D, *blaster* 6D, *blaster: blaster*

rifle 7D+1, *dodge* 4D+2, *firearms* 5D+1, *running* 5D, *Knowledge* 3D, *business* 4D, *survival* 5D+1, *value* 5D+1, *value: ore* 6D, *Perception* 4D, *gambling* 6D, *hide* 5D, *investigation* 5D, *search* 6D+2, *search: tracking* 8D, *sneak* 6D+1. Move 10. Blast vest (+1D vs. *physical*, +1 pip vs. *energy attacks*), *blaster* (4D), *blaster rifle* (5D).

Crill, domesticated vornskr. *Dexterity* 4D, *Perception* 2D+2, *search: tracking* 5D+2, *Strength* 3D+2. Special abilities: *Force Sense* 3D, *teeth* do 5D+2 damage. Move 12.

House Reena

Baron Quinn Sheffield represents House Reena for the 7th consecutive year—and he's yet to make his first kill. He is surprisingly unfazed by his poor hunting for such an enthusiastic sportsman. He hunts because it gives him a chance to socialize, enjoy the fresh air, and leave behind the squabbling bureaucrats for a few days—not to bag game.

Baron Quinn is in his late seventies, but is still active and in excellent physical condition. His eyesight is waning, and he's hard of hearing, but he's a pleasant individual. He's always got a smile on his face, and often spins yarns about the "old days." A slight man, he sports gray, thinning hair and a crinkled, pallid face.

Those who write him off as being unimportant in his house because he is a mere baron make a big mistake. Some say Sheffield is one of his house's key advisors behind the scenes. This may or may not be true, but he is definitely more important than he appears at first glance, or he wouldn't be representing his house here. Most of the other house representatives treat him with respect.

Baron Quinn has an entourage of four staff members, plus three apprentice hunters. The hunters are under strict orders not to interfere with the hunt. They are present to make sure he doesn't shoot himself or somebody else!

Baron Quinn Sheffield. All stats are 3D except: *blaster 4D, vehicle blasters 4D, bureaucracy 6D+1, bureaucracy: Tapani sector 7D, business 5D+1, cultures 4D+2, languages 5D+1, repulsortlift operation 5D, bargain 3D+2, gambling 4D+1, persuasion 4D+2.* Move 8. Hunting blaster (4D), hunting clothes, several datapads, glowrod, recording rod.

House Barnaba

Casimir Everard represents House Barnaba. There aren't many nobles in House Barnaba who enjoy romping around in the undergrowth, getting filthy while hunting a dangerous beast capable of ripping one's limbs off, and this year they're all busy elsewhere.

To save face, Barnaba has hired a hunter from Boss Tosk's crime syndicate to represent it. Everard is a professional bounty hunter, and for the right amount of credits, he has no qualms hunting anybody or anything. Everard works for the Boss on a regular basis, but the public thinks he's strictly a freelancer. The other nobles consider it an insult that House Barnaba hired a bounty hunter for the Vor-cal, but he doesn't seem to mind their thinly veiled insults.

Everard is a cold, calculating man. He enjoys a good party, but only to study the social patterns of potential future marks. Despite his emotional control, he lacks patience in all endeavors, save the hunting of prey. Everard takes a disliking to the characters early on.

He has short dark hair and a pencil-thin mustache. He prefers dark clothes, and is always armed with at least a blaster. He's fond of droids, and prefers their company to other humans.

Everard doesn't have an entourage *per se*. Instead, he has a troop of six modified ASP-4 hunter droids.

Casimir Everard, bounty hunter. All stats are 3D+1 except: *blaster 6D+1, brawling parry 4D+1, dodge 5D+1, melee combat 5D, melee*

parry 4D+1 pick pockets 4D, alien species 4D+1, intimidation 5D+1, languages 3D+2, law enforcement 4D+2, streetwise 6D, willpower 4D+2, Mechanical 2D, astrogation 3D+2, repulsortlift operation 4D, space transports 4D+1, starship shields 4D, con 5D+1, investigation 6D+1, search 7D, search: tracking 8D, sneak 5D+2, Strength 4D, brawling 6D+1, Technical 2D, computer programming/repair 4D+2, droid programming 5D, droid repair 3D+1, first aid 4D, security 5D. Move 11. Blaster (4D), blaster rifle (5D), bounty hunter armor (rarely used) (+2D vs. physical and +1D vs. energy attacks), bounty hunter permit.

Six modified ASP-4 hunter droids. All stats are 1D except: *blaster 3D, Perception 3D, search: tracking 4D+2, lifting 3D+1.* Humanoid body, enhanced visual and auditory sensors (+1D to search: tracking and blaster skill rolls), blaster rifle (5D). Move 6.

House Pelagia

House Pelagia is the only house not to send an official representative to the Vor-cal. It boycotts the hunt every year Melantha or Mecetti hosts it, in memory of these houses' activities in purging Pelagia years ago with the Empire.

Tampson Consolidated, Inc.

Kyla Latrel is TamCo's representative for the hunt. TamCo is a large House Mecetti-affiliated corporation based on Procopia. Latrel is a high-level corporate manager at TamCo, intent on someday landing a spot on TamCo's board of directors. She isn't there yet, but she has enough pull to get an invitation to the Vor-cal.

Latrel is an attractive, manipulative, ambitious woman in her early thirties. She enjoys social gatherings and loves the outdoors. Although she's only been hunting for a few years, she finds it relaxing and exhilarating. She is tall with long brown hair. She disdains wearing flashy jewelry, but enjoys getting dressed up for a night out on the town.

Her entourage consists of five co-employees and four apprentice hunters.

Kyla Latrel. All stats are 3D except: *blaster 3D+2, dodge 4D, melee combat 5D+1, melee combat: vibroknife 7D, melee parry 4D+2, thrown weapons 5D, thrown weapons: vibroknife 7D, bureaucracy 4D, business 6D+1, business: TamCo 7D+2, languages 4D, value 6D, beastriding 4D+1, bargain 4D, command 3D+2, gambling 4D+1, persuasion 6D+1, search 3D+2, search: tracking 4D+2, sneak 4D, brawling 3D+2, stamina 3D+2.* Move 10. Blaster (4D), blaster rifle (5D), pair of vibroknives (STR+2D), marked Trin sticks.

Mining Guild

Annora Calandra represents the Mining Guild at the Vor-cal. The Mining Guild sends a representative every year, but the fellow who usually comes, Derel Volk, got called away on sudden business in the Core. This is Calandra's first hunt.

In reality, Calandra and her fellow plotters arranged for Volk to be sent elsewhere. She is attending the hunt to meet with Lord Vaskel. Unlike Volk, she is no hunter—she has made arrangements with Lord Vaskel's staff to have a frozen Rodian karstag on hand. After thawing it out, she'll represent it as her own kill.

Calandra is quiet and withdrawn, especially during the pre-hunt festivities. She doesn't treat any of the House Lords differently, except Lord Corell. The two have had some business transactions in the past, and are casual friends. She's here to perform a duty and leave shortly after.

See Chapter Nine for her stats. Her entourage consists of four Mining Guild security officers.

Security Officers. All stats are 2D except: *Dexterity 3D, blaster 6D+2, dodge 5D, running 3D+2, melee combat 5D, survival 3D+1, Mechanical 3D, Perception 3D, search 4D, search: tracking 5D, sneak 4D+1, Technical 2D.* Move 10. Vibroknife (STR+1D), sporting blaster (3D+1), blaster rifle (5D).

Mrlsst Academy

Dr. Arkeld represents Mrlsst Academy at the Vor-cal. His presence is surprising to the other hunters, since the Academy doesn't normally send a representative. Arkeld says he is here to establish closer relations with the houses, and in private conversation might hint that the Academy is interested in obtaining new research contracts. Of course, his real reason for attending is to meet with Lord Vaskel so they can make their final plans. In the meantime, Dr. Arkeld is prepared to play the part of an aspiring, if clumsy, hunter.

Dr. Arkeld is decked out with the latest hunting equipment. These items include a blaster rifle prototype that his department is testing for BlasTech, night vision goggles, plus a pheromone mixture, guaranteed to lure large game creatures.

See Chapter Nine for Dr. Arkeld's stats. His entourage consists of six of his students, but none of them are accomplished hunters. These six are potential JAN members, but Dr. Arkeld needs to get to know them before he makes invitations. The Vor-cal is the perfect opportunity.

House Cadriaan

Last year, Lord Alric Adannon came in second place at the Vor-cal. He was supposed to attend this year as well, but the privy council disinvited him to clear the slot for the characters. Naturally, he was outraged at being so treated, especially when the council refused to explain the reason for its action.

Brushed off by his superiors, Lord Alric has decided to take matters into his own hands. He plans to show up during the Vor-cal and get to the bottom of this matter.

Lord Alric is a loud, arrogant individual with a volatile temper (which is why the privy council doesn't entrust him with real responsibilities). His exhibition of this temper is usually physical, preferably violent activity. He hunts because he enjoys killing (legally, of course). He's broad-shouldered and wears a cloak made of a reptilian hide. He claims it came from a Krayt Dragon, but in reality it belonged to a Rodian Swamp Lizard. He is a difficult person to converse with, but he is still staunchly loyal to his house. If convinced of the Rebel's good intentions, he might even become their ally.

Lord Alric lacks an entourage, but has a group of nine House Cadriaan goons.

Lord Alric Adannon. All stats are 3D except: *blaster 4D+2, blaster: blaster rifle 5D+2, brawling parry 5D, dodge 4D+1, melee combat 4D+2, Knowledge 2D+2, intimidation 3D+2, astrogation 3D+1, repulsoflight operation 4D, sensors 4D+1, space transports 5D, starship gunnery 4D+1, starship shields 4D, gambling 3D+2, search 5D, search: tracking 6D+1, sneak 4D, Strength 3D+1, brawling 5D, swimming 4D+1, armor repair 4D, blaster repair 4D+2, computer programming/repair 4D+1.* Move 10. Sporting blaster (3D+1), blaster rifle (5D), hunting fatigues, survival pack.

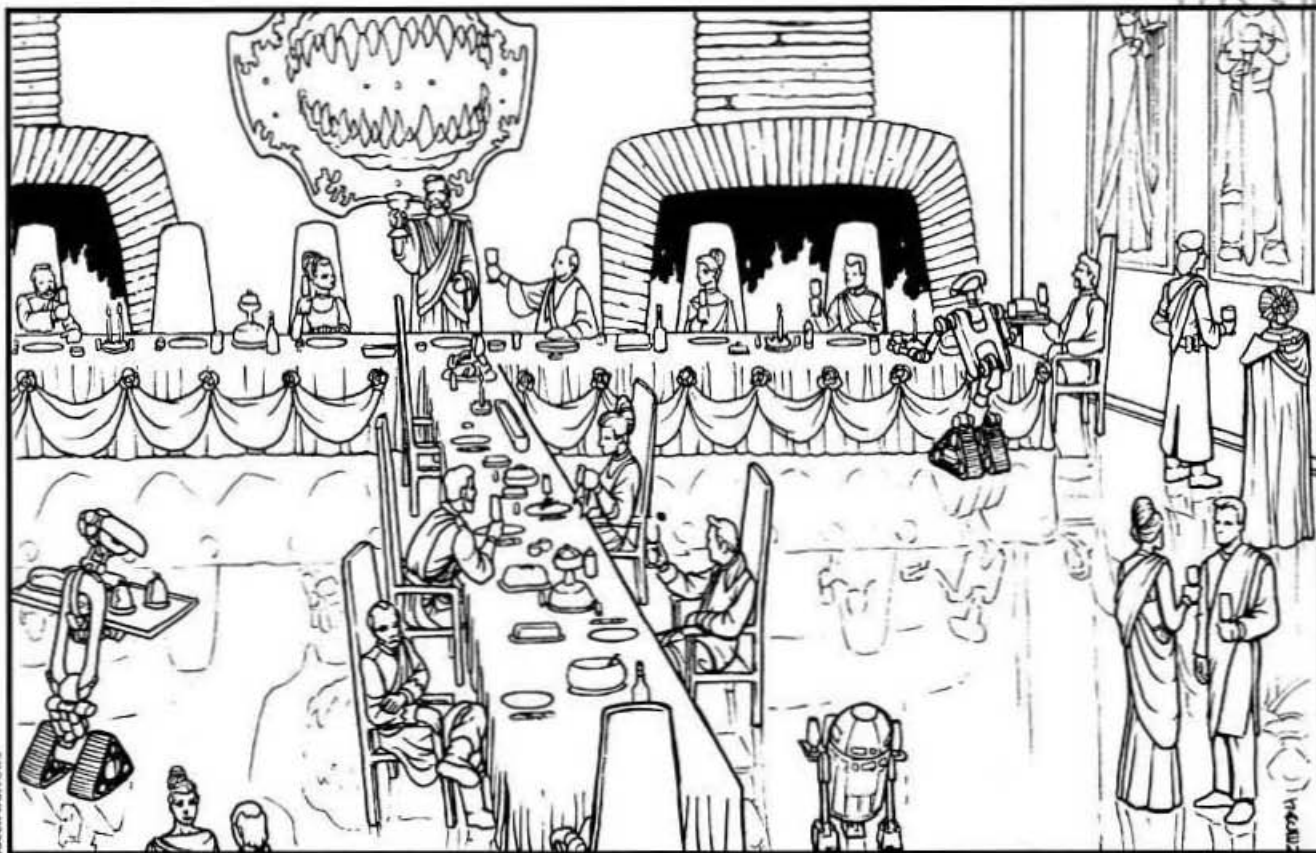
Pre-Vor-cal Festivities

Vor-cal Feast

The day before the Vor-cal is a day of eating, drinking, and socializing. At 1500 hours, all participants are required to attend a feast in the great hall. This is the first time the characters get a chance to meet and interact with the other participants.

They may well attempt to plant their electronic bug on Calandra at this time, or sneak into her chambers and plant it there. Refer to the "planting the bug" section on how the characters can perform this delicate action.

Lord Vaskel kicks off the feast with introductions of all the participants. He then states that



this year's prey is the Rodian karstag. With an inspiring speech, Lord Vaskel commences the feast. It might be a good idea to create a seating chart to keep track of all the participants of the hunt.

Allow the characters as much time as they desire to interact with the others. During this scene, they should get to know the other hunters, and perhaps get close enough to Calandra to plant the bug.

It's a good idea to foreshadow some of the hunters' attitudes during the feast. For example, the characters could be questioned on why Lord Alric is not representing House Cadriaan this year. The characters could deduce that Lord Vaskel's droid is always at his side, while Lord Corell follows the characters like a puppy dog, discussing his tactics. Lady Damara ignores all social advances and is extremely curt with all inquiries to her. Casimir is taciturn and watched everyone from a corner. Latrel is cordial and talkative, and could provide useful information on the other hunters. Calandra tries to remain out of the spotlight and perhaps returns to her suite early to avoid interacting. Lord Quinn spins fabulous tales about previous Vor-cals he has attended. Dr. Arkeld is somewhat withdrawn but always near his students (continuing their education, even at a

The Menu

The feast consists of the following courses, served over a period of several hours:

Cocktail Hour: Hors d'oeuvres include Mon Calamarian seafood finger foods, stuffed Plavonian starfish, raw rockfish twists, grilled sea cucumbers in a blanket, and algae-bread. Drinks: Duros ale, Coruscant blush wine, Bothan brandy, or Mistwater imported from Barnaba.

Soup: Ukian Torbull Tail soup, served with Neonan red cheese, and freshly baked bread.

Salad: Fresh greens from Barnaba, provided with Coruscant red wine vinaigrette.

Main Course: Roast Rodian karstag, with algae-bread stuffing, baked Corellian potatoes, and steamed Verdian vine beans.

Dessert: Barnaban Mist-pudding, Herglic algae ice cream, or Corellian air cake.

social gathering and observing how they react in these surroundings.)

Following the feast, the participants retire to either the lounge or the target range. In the lounge, several of the hunters strike up gambling games such as sabacc. At the target range, the rest of the hunters practice their aim in preparation for the Vor-cal.

The Sabacc Game

Lord Corell and several of his assistants press hard to strike up a sabacc game in the lounge. Anyone is welcome to join, but the stakes are actual credits, up front. Consult the chart below for a summary of each participant's gambling skill for easy reference. Due to the honor system binding nobility, Lord Corell, Lord Vaskel, Lord Quinn, or Lady Damara will not cheat. The others are not bound by such a system and might cheat if you think it will be interesting.

Participant	Gambling Skill
Lord Vaskel	5D+2
Lord Quinn	4D+1
Lord Corell	6D
Calandra	3D+1
Dr. Arkeld	4D+1
Latrel	4D+1
Lady Damara	5D
Lord Corell's assistants	3D to 4D
Lady Damara's assistants	2D+2 to 3D+1
Latrel's assistants	2D to 3D
Dr. Arkeld's students	2D+2 to 3D+2

Latrel's favorite game is not sabacc, but she will play. If she can generate enough interest, she gets a game of Trin Sticks going. The only available set of Trin Sticks just happen to be her own, and of course, they're marked. She receives a +2D bonus when using them, and players unfamiliar to the game cannot make an attempt to discover cheating. After playing five or more games, one can become familiar with the nuances of Trin Sticks.

Both of these games provide another opportunity to roleplay with the hunters. Again, the gamemaster should continue this scene as long as the characters can obtain useful information without blowing all of their credits. There should also be at least one opportunity to plant the bug on Calandra during a game of sabacc.

Target Practice, Anyone?

Casimir (with his droids) settles in to the target range for some practice. Lord Vaskel at least makes an appearance, but Calandra avoids this room at all costs. The chamber is equipped with a holoprojection unit that can produce several target discs. These discs can be programmed for varying difficulties, depending on the user's skill. Participants in the Vor-cal use this room to hone their targeting skills before a hunt. There are several beat-up weapons here, but participants are allowed to use their own weapons if they desire.

Hopefully, Casimir has stirred up some friction between himself and the characters by now. After practicing for a while, he begins to taunt the characters, trying to egg them into a "friendly" competition. First, he sees if they can beat a machine (one of his droids). If they succeed, he personally challenges one of the characters to a competition.

A round of competition consists of five salvos of three target discs each. Consult the chart below to determine the difficulty to hit each disc (the difficulty increases with the second and third discs of the salvo). Each disc has a point value and each competitor sums the points of each salvo together. The competitor with the highest point total after five rounds is named the winner. Keep in mind the penalties for taking more than one shot per round. Casimir is more than interested in placing bets against the characters.

Disc	Difficulty	Points
First Disc	Moderate	1
Second Disc	Difficult	3
Third Disc	Very Difficult	5

If the characters succeeds in beating Casimir, he flies into a rage. He needs to be physically restrained, to prevent a further scene. Eventually, after heated words with the characters, he retires to his suite. They've not heard the last of Casimir Everard or his droids.

Planting the Bug

House Cadriaan provided the characters with an "EAR-1" eavesdropping unit and briefed them on its use. During the pre-hunt festivities or just prior to the Vor-cal, the characters need to plant the bug on Calandra so they can eavesdrop on her important conversation with her contact. The conversation occurs during the Vor-cal, so the characters must choose the location of the bug very carefully. They can plant it on her the night before, but they run the risk of her not taking the item that the bug is

attached to. Alternatively, they plant it on her just before the Vor-cal.

In order to place the bug, the characters need to be very close to Calandra (i.e. within a meter). A successful *Dexterity* roll is required to place the bug (the difficulty is based on the distraction the characters devise). Consult the chart below for details. The more elaborate the distraction, the easier the attempt. Success indicates that the bug is planted and operational. Failure means somebody (probably Calandra) noticed some kind of maneuver. It is suggested that several *con* or *persuasion* rolls be attempted to allow the characters to get out of this jam.

Distraction	Difficulty (Dexterity)
None	Very Difficult
Small distraction (bumping into or shaking hands)	Difficult
Large distraction (a mock bar fight or tripping into the target)	Moderate
Elaborate distraction (power failure and bumping)	Easy

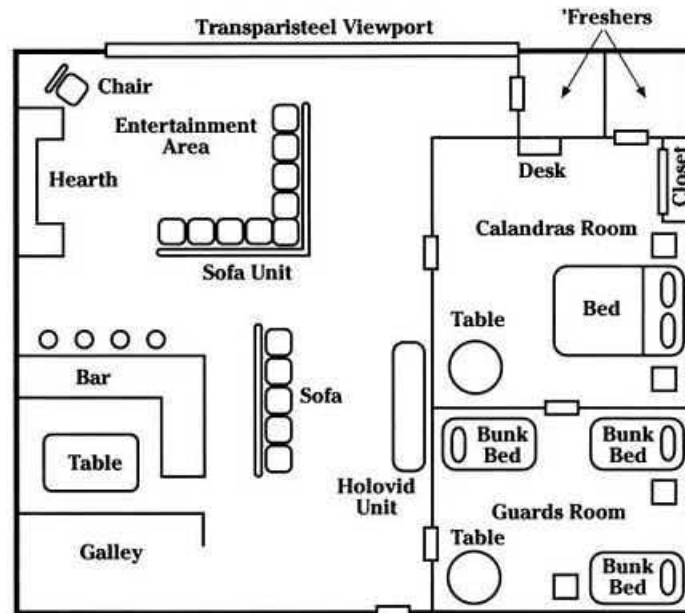
Calandra's Suite

The characters might decide to sneak back to Calandra's room to plant the bug in her hunting gear while she plays sabacc. An Easy *investigation* roll is necessary to determine which suite is hers without asking (perhaps they observe one of her assistants returning to the room for something). They can slip away from the crowd with an Easy *persuasion* or *sneak* roll. Failing this roll (or getting a one on the wild die) means that another guest tags along, caught up in a conversation. Of course, while the characters skulk in Calandra's room, she might return because she forgot an item.

The door to her suite is locked and requires a Moderate *security* roll to open. There is a galley to the left and a bar complete with two stools in front of a table. Beyond is an expansive entertainment area. The backdrop is a viewport showing the forest. A hearth and a holoivid unit round out the chamber. There are also a trio of doors. One leads to a refresher, one to Calandra's room, and the last to the guards' room.

The guard room houses the six mining guild security guards that travel with her. This room

Calandra's Suite



has a trio of bunk beds, a table, and a footlocker for each bed. Four of the guards are with Calandra, but two stayed behind to play sabacc and enjoy a bottle of spice wine on their own. Both are now passed out on the table. Allow them a Moderate *stamina* roll to shake off the effects of the wine and confront the characters. Each time the characters make a loud noise (or roll a one on a wild die), give them another *stamina* roll. If they come to, all *Dexterity* skills suffer a -1D penalty. The characters have to dispatch them quickly and quietly or their cover is blown.

The door to Calandra's room is also locked and requires an Easy *security* roll to open. Her room is neat—she hasn't spent a lot of time here. It contains a table, desk, and huge bed. A pair of doors exits the room, one leads to the fresher. The other is a locked closet door. This locked door requires a Moderate *security* roll to open. In the closet is Calandra's hunting equipment, all brand new. Hunting cloaks, camo jumpsuit, blaster rifle, and travel bags are present. Hidden here is also a credstick with 1,500 credits on it, but stealing this results in a full-blown investigation.

The Vor-cal

Early the next morning, a shuttle arrives to transport the hunters to Vilhon. All hunters are present, in hunting garb and armed to the

Chapter Ten Hunting Grounds

STAR WARS LORDS OF THE EXPANSE

Vilhon

Type: Forest moon
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, swamps, plains
Length of day: 27 standard hours
Length of year: 320 standard days
Sapient species: Mixed, but mostly human
Starports: 1 limited services, numerous landing fields
Population: 100 (permanent), but varies
Planet function: Hunting preserve
Government: House Barnaba
Tech level: Space, but largely undeveloped
Major exports: Wild game parts
Major imports: Foodstuffs, medical supplies, wild game

Capsule: Vilhon orbits the vacation planet Vycinyth. The moon's surface is covered with a tangle of vegetation in several distinct layers. There is rampant ground cover, low-level bushes and shrubs, and immense canopy trees. All of the moon's animal life has been imported from other worlds, all carefully balanced to ensure a fairly balanced—if artificial—ecology. The wildlife includes vicious predators, benign herbivores, as well as unique plant and fungus species. Vilhon is maintained as a large hunting preserve. Galactic big game hunters from the galaxy come to hunt in a most unique setting.

There is one permanent settlement on Vilhon, Fort Departure. The Fort maintains a limited service spaceport and simple barrack-like quarters. Many expeditions start here, but the planet also has several plains where ships can land. Airspeeders can be rented from Fort Departure or hunters with co-ordinates can utilize these other landing fields on their own.

teeth. In the cramped hold of the shuttle, the characters have another opportunity to place the bug on Calandra, but they run the risk of being noticed by another hunter.

Again, consult the chart to determine the difficulty to plant the bug. Remember, that the characters have five bugs, so planting more than one is an option. Since all the hunters are bogged down with gear, the microcomputer unit doesn't call unwanted attention. The shuttle lands in a clearing on the moon's southern hemisphere.

The Hunt Begins

Lord Vaskel addresses the hunters one more time. He tells them that the karstag with the most points on its antlered tail wins the Vor-cal

Hunting Chart

Difficulty	Results	Notes
Very Easy	Nothing	-10 on next roll.
Easy	Nothing	
Moderate	Discover	Lose tracks faint tracks in 3D minutes.
Difficult	Discover tracks	From another creature like a ghest
Very Difficult	Discover karstag tracks	See below to proceed
Heroic	Discover karstag lair	Receive +10 bonus on following tracking rolls

this year (see the capsule for the karstag below). Other creatures can be hunted, but purely for sport. The Vor-cal begins about 55 kilometers north of Fort Departure, in a swampy forest.

The Vor-cal lasts exactly 10 hours. Prey must be returned to the airspeeder pick-up point by that time to qualify.

To conduct the hunt, have the players make a *search: tracking* roll for each hour of the hunt (they can coordinate). Consult the Hunting Chart above to determine what happens. A "one" on the wild die results in a complication such as falling into a bog, or being attacked by another creature. Keep in mind that the characters must also set up an area to utilize the "EAR" equipment to eavesdrop on Calandra. They can volunteer not to track on any given hour.

With a Very Difficult or higher result, the characters are on the track of their prey. Over the next hour, they need to make eight more *search: tracking* rolls. The difficulty starts at Moderate, but each time a roll fails, the difficulty of the remaining rolls increases one step. For example, if the characters make the first three rolls, but fail the fourth, five more Difficult rolls are needed to locate a karstag. If any of these remaining rolls are missed, the difficulty increases another step, to Very Difficult. When (or if) they succeed, they encounter a karstag. If they fail, they have lost their prey.

Rodlan Karstag

Type: Swamp-dwelling predator

DEXTERITY 2D+1

PERCEPTION 3D+1

Hide 4D+1, sneak 4D

STRENGTH 3D+2

Brawling: tail 4D+2

Special Abilities

Thick Hide: Hide grants +1D to resist physical and energy damage

Bite: Bite causes STR damage

Tail: See below

Move: 9, 8 swimming

Size: 1.5 meters at shoulder, 4 – 5 meters long

Capsule: A native of Rodia, the karstag is a nasty predator that inhabits swampy and damp forests. Despite its bulky appearance, the karstag is quite agile and deceptively fast. Its scaled body is supported by four powerful, webbed feet. The membranous webbing grants the karstag good mobility in water and swamps.

The karstag has an elongated neck and a triangular head. Its eyes are placed on top of its head to grant it visibility while submerged. Its maw is lined with teeth, but it has three prominent incisors, one on the roof of the mouth and two on the mouth's base. A long sweeping, muscled tail is at its rear. The end of the tail is a bone-like club, set with sharp antlers. These spikes are what make the karstag dangerous.

To determine how many tail spikes a karstag has, consult the chart below. Roll 4D to determine its age, number of antlered spikes, and the amount of damage it can inflict with its tail.

4D Roll	Karstag's Age	Number of Points	Damage
below 8	0–1 years	0	STR
9–14	1–3 years	1D	STR+1D
15–20	3–5 years	1D+6	STR+2D
21–23	5–10 years	1D+12	STR+3D
24+	10+	1D+18	STR+4D

Events During the Vor-cal

Casimir's Attack

The characters have made a deadly enemy with Casimir, probably showing him up in front of important peers. His hatred for the characters has festered, so he orders two of his hunter droids to disrupt the characters. Sometime early in the hunt, in the third or fourth hour, the

droids flank the characters (or discover their eavesdropping base) and open fire. Cautious characters making a Difficult *Perception* roll have a chance to detect and foil the attack. Otherwise the droids have time to snap off a few shots before fleeing. The droids tirelessly lead the characters on a chase lasting for an hour or more through the swampy underbrush.

If the characters fail to stop the droids, they shadow them for the remainder of the Vor-cal and attempt to scare any karstags the characters discover. However, Casimir's plan doesn't pan out well. Since he lacks two hunter droids, he is unsuccessful in his hunt for a karstag and blames the characters for his frustrations. The characters have made themselves a powerful enemy.

Mistaken Identity

At the worst possible time (during the tracking of a karstag, or while eavesdropping on the conversation) the characters are shot at! If they investigate, they discover a befuddled Lord Quinn Sheffield. Lord Quinn thought the characters were a karstag and snapped off a blind shot. Luckily, his aim is poor, so he probably just spooks the prey or forces the characters to fast talk their way out of a jam.

Lord Alric Arrives

During the sixth hour, the characters hear the repulsor engines of a ship pass overhead. Within the hour, Lord Alric bursts through the undergrowth, flailing his blaster rifle, with eight of his goons. Slightly intoxicated, the House Cadriaan noble demands to know who the characters are and why he wasn't invited to the Vor-cal this year. Lord Alric is an angry man and wants answers, now!

This is a difficult situation for the characters, since Lord Alric is a House Cadriaan noble. They simply can't blast him and cover it up. The characters must talk their way out of the situation. But this is no easy task with Lord Alric's intoxicated state and trigger-happy goons. It might devolve into a firefight, but the characters must end it quickly before the damages become irreversible.

After the characters deal with the irate Lord Alric, an Easy *search* roll reveals the landing location of his light freighter. If things go sour for the characters, they could use the freighter to escape Vilhon. Another goon is on board, dozing in the pilot's chair. With a Difficult



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search roll. the characters find a datapad communiqué from Boss Tosk. Lord Alric used the crimelord to gain the location of this year's Vor-cal and clearance to land on Vilhon. If this gets out, no one involved is going to like it—not House Cadriaan, not Boss Tosk, and certainly not Lord Alric.

Lord Alric's goons (9). All stats are 2D except: *blaster* 3D+1, *dodge* 4D, *melee combat* 4D, *Knowledge* 1D, *intimidation* 2D+1, *streetwise* 3D, *Strength* 3D, *brawling* 4D+1. Move 10. Blaster (4D), vibroknife (STR+1D), hunting fatigues.

Lord Alric's Freighter, Ghtroc Industries class 720 Freighter. Starfighter, see Lord Alric for skills. Maneuverability 1D, space 3, hull 3D+2, shields 1D. Weapons: 1 double laser cannon (fire control 1D+2, damage 4D).

The Conversation

The conversation occurs during the ninth hour, giving Lord Vaskel plenty of time to bag a karstag, and Calandra time to thaw hers. Calandra meets with Lord Vaskel, plus Dr. Arkeld, in a secluded gully. Her guards patrol the area during the conversation, so the characters need to make a few *sneak* or *hide* rolls to avoid detection. Particularly cruel gamemasters

could have a karstag wander nearby in the brush to make the characters decide on their priorities.

The following transactions occur in this scene.

Lord Vaskel:

- Lord Vaskel gives Dr. Arkeld a datapad with the bacta shipping schedule on it.
- He informs Dr. Arkeld to plan his attack on "the objective" in a 2–3 week window, 17 weeks from now. The exact day of attack depends on Imperial response to Calandra's pirate attacks.
- Lord Vaskel states that this is the last face-to-face meeting between the main factions that will occur.

Dr. Arkeld:

- Dr. Arkeld assures Lord Vaskel that the JAN have successfully infiltrated the objective.
- He informs Lord Vaskel that his strike team is rehearsing the job in a safe location.
- Dr. Arkeld does not mention what the objective is, or where the strike team is located.

Annora Calandra

- Calandra reports that her meeting with the Nok Cartel went smoothly.

• She states that the Cartel will attack shipping in Cadriaan Province beginning the second week of Telona. This should draw Imperial ordnance away from the strike zone.

Wrap-up

The Vor-cal ends with a brief closing ceremony (if things stay relatively civil, anyway). If the characters hunt their karstag and don't press any situations, they can depart without incident. However, if the characters make a big deal about Lord Alric or Casimir, or confront Lord Vaskel, they could be causing a great deal of political trouble.

Below are the results of the Vor-cal, assuming the characters catch nothing. Adjust the listings to reflect any karstags they catch. Participants not listed came back empty-handed.

Participant	Prey	Place
Lord Vaskel	Karstag-13 points	2nd
Lady Damara	Karstag-15 points	1st
Calandra	Karstag-6 points	5th
Lord Corell	Karstag-7 points	4th
Casimir	Zuxu-2 meters long	Doesn't qualify
Latrel	Karstag-10 points	3rd

Moving Along

At the Vor-cal, the characters should discover the following information:

- Lord Vaskel is Calandra's House Melantha contact.
- Dr. Arkeld represents the JAN, and is also part of the plot to destroy a protected facility.
- Pirates will begin attacking shipping in the Shapani Bypass in Cadriaan space.

Armed with this information, the characters should report back to Knumai and tell him what they've discovered. At his direction, they may continue their investigating. (See the next chapter).

Rewards

For completing the adventure (including obtaining the information contained in the conversation between Lord Vaskel, Dr. Arkeld, and Calandra) each character should receive 4-5 character points. Another 2 points should be rewarded if the characters actually succeeded in slaying a karstag, thus maintaining House Cadriaan's reputation.

Chapter Eleven

Adventure Outlines

Coming out of "Hunting Grounds," the characters have three basic leads, in the form of the three conspirators. Each conspirator is high-profile enough to keep tabs on, meaning the characters can track one down, and then the next. Dr. Arkeld is the most productive lead from here on out, since he leads to the JAN enclave on Mrlsst.

The characters may spend some time looking into the activities of Calandra and Lord Vaskel, but investigating them is optional in terms of getting through the mini-campaign. That doesn't mean they aren't off doing things they shouldn't, of course. The characters can obtain some good resources by looking into their activities and stopping their plots.

You can always drop the characters out of the plot at this point if you want; they have obtained the information for House Cadriaan they were contracted to obtain, and have received in return supplies and services from the house for their Rebel cell.

If you go this route, you can decide for yourself whether the conspirators are targeting the torpedo sphere or some other target, since the characters do not know what the target is at this point. In fact, you may want to take the clues and set-up provided in the preceding adventure and invent your own plot and target.

Adventure Two: Calandra

Background

In her dealings with Lord Vaskel and Dr. Arkeld, Calandra represents a number of executives who work for various mining compa-

nies (most of these are Chamber members—see page 61 of the *Gamemaster Guide*). They quietly put up a bit of money for Arkeld's group and provided some Outer Rim contacts who could get the piracy angle moving. These people do not want their names brought into the plot, and thus appointed Calandra to front them.

Calandra's part in the plot is basically finished. She simply has to go back to her offices on Calipsa and warn her backers to brace themselves for the upheaval that will come to the sector when the torpedo sphere blows. So...that's what she does.

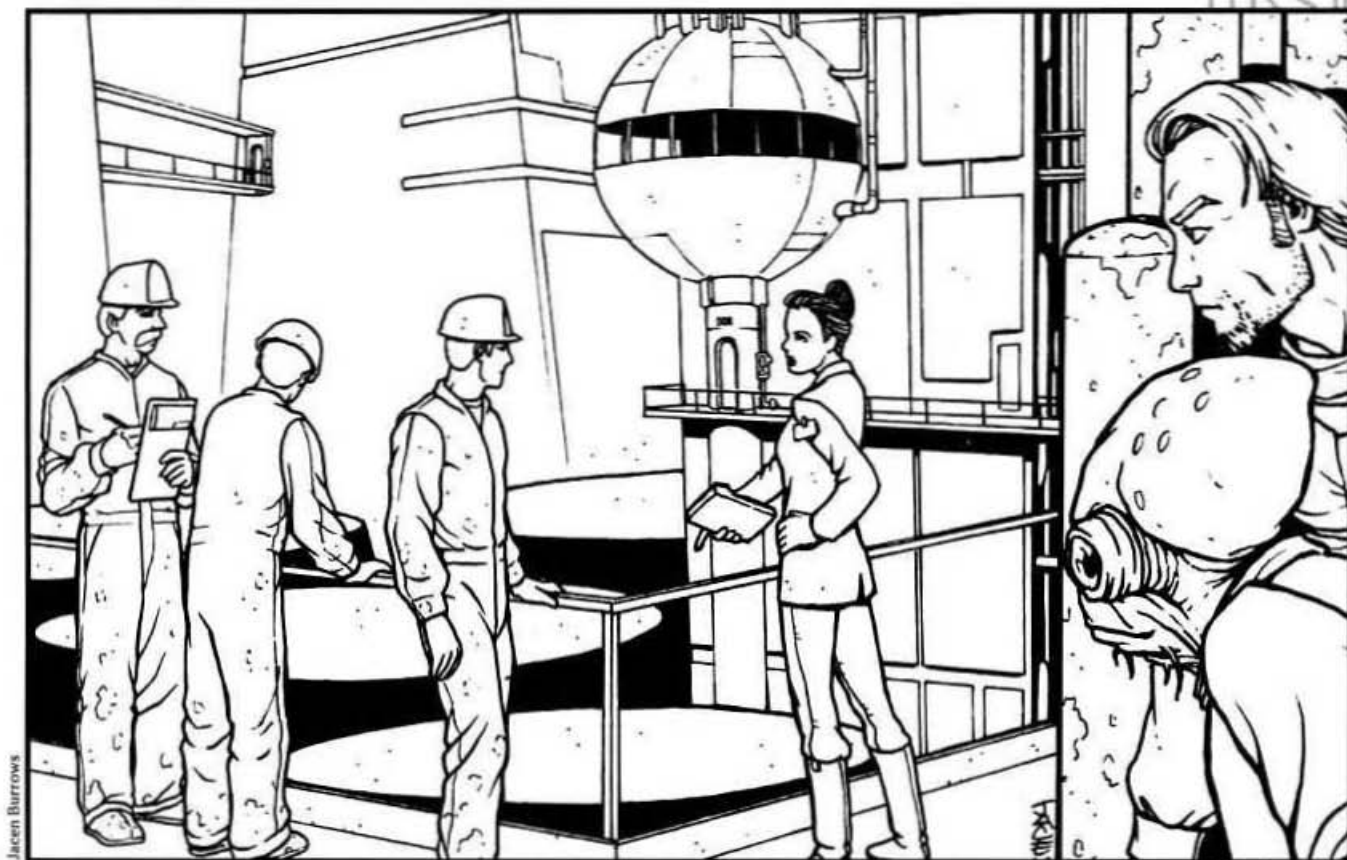
Unless the characters follow up on Calandra immediately after their report on Achillea, they will likely miss her on Calipsa, since she goes to Procopia soon after arriving back on Calipsa. She may even be dead by the time the characters think of tracking her down.

Because following up Calandra eats up precious time, it might serve as an effective red herring. As a red herring, nothing much happens, unless the characters make it happen. Calandra does eventually get called to Procopia, which will pull characters back into the adventure if they are determined to watch her indefinitely.

But you can also use the adventure to lead back to the pirates due to attack the sector, and some of the other Mining Guild conspirators. Of course, the players may feel that the information gained is not worth the cost in time, but they make the call.

Chamber Leads

Episode Objective: To obtain from Calandra the identity of the pirate band she is working with. Identify some of her co-conspirators.



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Obstacles: Calandra and her bodyguards, Mining security.

After finishing the hunt, Calandra heads back to her office on Calipsa, where she conducts several meetings over the next two days. These meetings consist of employee reviews, status report updates, budget planning, and other routine matters.

While going through her daily routines, she meets with several Mining Guild officials who are fellow members of the Chamber. She updates them and tells them to tell the others.

Characters can follow these figures in an attempt to uncover more members of the plot. Note that the plotters are dangerous and cautious people, and following them is dangerous. If the characters are spotted, they can expect to be jumped at some point by Mining Guild operatives loyal to the Chamber. A mining refinery makes a cool setting for a running combat (there are hundreds on Calipsa).

Uncovering the co-conspirators won't have much bearing on the plot (unless the characters use it as proof to bring the Empire in for some reason), but you can use it in future adventures. Perhaps House Cadriaan or another organization is willing to pay for this

information. Maybe the characters can obtain favors or credits from some of these people in return for silence (blackmailing these people is extremely dangerous, however, since most of them are rich enough to hire Boba Fett and other capable assassins and bounty hunters).

If the characters confront Calandra, she might divulge details about the pirate band she hired under the right conditions (you should determine why she does this—they convert her; they use glitterstim spice on her; they threaten her; and so on). Her information leads to the next episode, below.

Otherwise, four days after returning to Calipsa, she receives a message from a courier droid. She abruptly drops everything, packs a small suitcase (including a dress gown), and books an express flight to Procopia on a commercial liner. This trail leads directly into "Procopian Intrigues."

If the characters are in a position to read the message, it simply says "Urgent developments require immediate attention. Raelli Ball, Malgrin Palace. Invitation as Ceilia Maas. V." The Raelli Ball is a traditional party thrown by House Melantha during capital season.

Abregado-rae Pirates

Episode Objective: To get the pirates' attack plans and report to House Cadriaan.

Obstacles: ISB spies on Abregado-rae, the pirates.

The pirates Calandra has hired are based on the run-down Core world Abregado-rae. By traveling there and investigating, it is possible that the characters might be able to learn their attack plans, and report back to House Cadriaan with this information (assuming they get there before the pirates leave). Fore-armed with this intelligence, the Cadriaan navy can smite the pirates when they appear, disrupting the conspirator's plans to draw Imperial forces away from Tallaan right before the strike. Alternatively, you might let the characters stop the pirates before they leave Abregado-rae, either by killing them in their hide-out, or sabotaging their ships (again, only if they get there before the pirates head for Tapani sector).

The pirates, known as the Nok Cartel, are based in an enclave on the bed of a salt lake in a desolate area of Abregado-rae. Their Corellian gunboats are stored here under portable camonets (their corvette is at the main Abregado-rae spaceport under false papers).

Learning the location of their base means asking around the spaceport town. If you want to stir things up, the characters actually buy some information from a Nok informer, and face trouble in the city before they leave. For more fun, have them also tip off an undercover ISB agent who has been looking for the Nok Cartel for months. He might tag along if allowed, calling in a strike on the pirate base when the time is right (astute characters can use this agent to do their work for them—if they can avoid getting caught in the dragnet).

If you want to give your players a good reward for stopping the pirates, give them accurate coordinates and ID access code to Port Bianco (these are current, but by hinting darkly they might be old codes, you can get the players sweating when they attempt to use them).

Staging Tips: If the characters travel to Abregado-rae after the Nok Cartel leaves for Tapani, they won't find much there. NewsNet reports may filter in from Tapani mentioned pirate attacks if they are on Abregado-rae at the right time (see the timeline).

Adventure Three: Procopian Intrigues

Background

The basic premise behind the adventure is that Lord Vaskel and the other Melantha conspirators are anxious to erase all connections between their house and the plot to blow up the torpedo sphere. Their first step in doing so is to lure Calandra to Procopia, where she can be made to disappear without a trace.

The second step is to assassinate High Lord Bal Jaset. Lord Vaskel has worked for years to strengthen House Melantha, and waited for the chance to elevate his house in the eyes of the Empire. Now that the plot to bring the Empire into the sector in force nears fruition, he is ready to make changes within his own house. Though Jaset is pro-Imperial, Vaskel and his co-conspirators have doubts he would approve their plan. So he has to go.

Two of his co-conspirators are Lord Sef Falken and Lord Barleos. Falken and Jaset were childhood friends, and Falken is one of his High Lord's most trusted advisors. He is reluctantly going along with the plot—because Lord Vaskel has convinced him it is for the good of the house.

Lord Barleos is a young saber rake and protégé of Lord Vaskel. Lord Barleos is pretty to the point of being effeminate, and is extremely vain about his good looks. He has numerous admirers among the ladies of the court. He is ambitious, and sees Lord Vaskel as his quickest way to the top. Unfortunately, he is also emotionally unstable, and cannot abide insults. He can be provoked into a fight or duel with childish ease. Since he is a talented and deadly warrior, his tantrums can be deadly. His primary task in the plot is to kill Calandra.

The characters may or may not choose to stop the coup against Jaset. You might want to impress on them the ruthlessness of Lord Vaskel, and the relatively reasonableness of High Lord Bal—if Vaskel's plan works, he will be one of the most influential voices in the sector, and the Rebel movement in Tapani will likely suffer.

Splendid Procopia

Episode Objective: Infiltrate Malgrin Palace and crash Lord Vaskel's ball; learn of the plot against Calandra and possibly High Lord Bal.

Obstacles: Lord Vaskel's security.

Soon after arriving on Procopia, Lord Vaskel travels to Estelle Island to prepare for the arrival of Lord Jaset's family. In the interim, he

hosts the Raelli Ball at Malgrin Palace (one of House Melantha's large manors on the island). The party is scheduled for Telona 9th.

The characters may get the clever idea that something significant might happen at the ball, especially if they learn that Calandra is going. There are a number of ways the characters might get into the ball at Malgrin Palace.

1. House contacts. House Cadriaan can get them two invitations if the characters are still working for it. Perhaps one of the characters is himself a noble, or maybe the invitations come from a cell contact with house connections.

2. Forged invitations. If the characters can get a copy of an authentic invitation, they can forge duplicates for everyone who needs to go. Even so, they will have to bluff their way past the gatekeeper, who checks each invitation against a list of invited guests.

3. Slipping onto the grounds. Characters can slip through Lord Vaskel's security, and blend in with the guests inside. This isn't as difficult as usual, since many security measures around the grounds are turned off during the party so guests can wander about without setting them off. They can try knocking out a few attendees on the way and taking their place, but this strategy carries obvious risks, since most nobles travel with bodyguards.

The Raelli Ball is a ritzy affair; one of the crowning triumphs of the capital season. Everyone who is Anyone is there. Lord Vaskel spends most of the evening with a clique of young saber rakes, though he does make the rounds of the palace twice, greeting guests. At one point Calandra approaches him and speaks to him briefly, but doesn't appear at all happy with his curt reply. She seems upset, but stays at the ball until late.

Toward the middle of the night, Lord Vaskel meets with Lords Sef and Barleos and a few of the saber rakes in his private library. If the characters eavesdrop, they hear Lord Vaskel ordering Lord Barleos to take care of Calandra. It is possible by this point that the conspirators are aware of the characters, and know that they pose a threat. If so, they include the characters in their list of targets.

The plot to assassinate Jaset is only obliquely referenced, but if the characters are aware of Jaset's imminent arrival, they may be able to piece things together. It should be clear that the lords plan to kill someone important. You can reveal whatever else of the plot you feel the players should know at this point.

Staging Tips: The ball at Malgrin Palace is a good place to introduce new NPCs or plots to the campaign.

Assassination

Episode Objective: Prevent Calandra's death.

Obstacles: Lord Barleos and his saber rakes.

Late in the same night as the ball (actually early in the morning of Telona the 10th), Calandra leaves the ball and heads back to her suite at the Tapani Imperial Hotel. Lord Barleos and his saber rakes follow, looking for an opportunity to kill her.

How they try to do this is up to you. If you want to play things bold and aggressive, maybe the rakes corner her in a parking garage or near-empty monorail station and murder her in cold blood. If you want to be more subtle, perhaps they sabotage a vehicle she is in, or place a bomb on her monorail car (this makes the attempt look like a JAN strike). Or maybe they slip into her hotel suite and administer a deadly drug. If the characters seem especially prepared to take on all comers, toss an assassin droid into the mix (one that might be targeting them as well as the Mining Guild officer).

If you do target the characters, give them an interesting and dramatic locale to battle the bad guys. The roof of a speeding monorail 50 meters above the ground is a nice choice.

The characters may or may not become involved in this assassination attempt. It's up to them. They may actively be trying to save Calandra, or they may only be tracking her movements, or those of Lord Barleos. Of course, if you really want them involved, include them in the assassination attempt.

If the characters succeed in saving Calandra, she may be willing to cooperate with them or do favors for them in the future. She is likely to avoid Procopia and Melanthan space as long as Lord Vaskel is alive, though. She knows nothing of the plan to assassinate High Lord Bal, however.

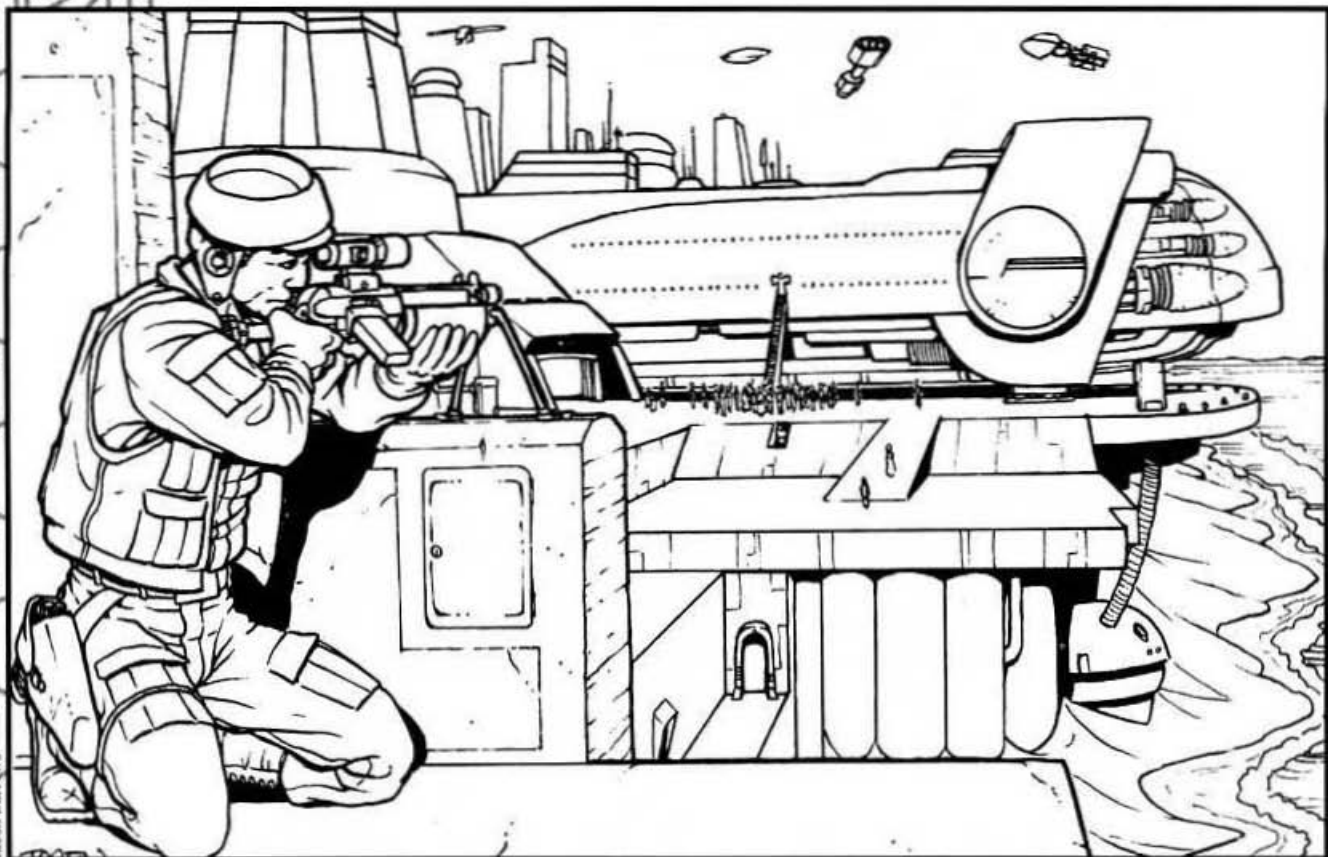
Patricide

Episode Objective: Prevent the assassination of High Lord Bal Jaset.

Obstacles: Lord Vaskel and his allies.

On the two days following the Raelli Ball, all talk is focused on two major topics: the pirate attacks which have begun savaging shipping in Cadriaan Province, and the imminent arrival of Jaset on Telona 13th.

Jaset has gone to Coruscant to escort his wife and family back to Tapani sector. They have spent the last year in Imperial Center awaiting the Emperor's pleasure (see page 7 of the *Gamemaster Guide* for details on this quaint custom).



Lord Vaskel's plan is to assassinate the High Lord when he steps off his transport, with his wife, family, and entourage around him. A small group of assassins hired by Lord Barleos' saber rakes are secreted around the spaceport ready to strike. They are armed with rocket launchers and long-range sniper blaster rifles.

The scene at the spaceport the day of the High Lord's arrival is festive. The docking bay is decked out in banners and streamers, and throng of people flock the area to greet Jaset and his family. Getting around in the crowd will be difficult.

The saber rakes plan to kill the assassins right after the deed is done to cover their tracks (and to take credit for apprehending the assassins). They frame the assassins as House Mecetti operatives. However, if the characters have made a big enough nuisance of themselves, the saber rakes may frame them instead (and House Cadriaan as well if they know the link).

Preventing the assassination won't stop the JAN strike on the torpedo sphere, but it will probably spell the end of Lord Vaskel and his house allies. High Lord Bal will owe the characters a big favor if he knows of their actions (though he will probably prefer to repay it privately).

Adventure Four: Mrlsst

Background

Sooner or later, the characters will likely decide to follow up on Dr. Arkeld, who has returned to Mrlsst. Of the three leads they have, he is the most important in terms of stopping the attack on the torpedo sphere.

The characters locate Arkeld, and follow him to a university club (a JAN cover organization), which in turn leads to a shanty high up in one of the greenstalks—the JAN's actual base of operations at Mrlsst Academy. When they sneak into the shanty (or storm it), they locate coordinates to a secret JAN camp on the coast, where the JAN strike team is training for its torpedo sphere raid.

Once the characters infiltrate the JAN camp, they can get their hands on the strike team's time table, access codes for the sphere, and partial plans for the sphere. A clever group of characters might even manage to take out the strike team members. This disrupts the plot, but does not ruin it.

Tracking Arkeld

Episode Objective: To locate Dr. Arkeld and track him to his JAN allies.

Obstacles: The JAN, Mrisst thugs.

To pick up the trail on Mrisst, the characters need to locate Dr. Arkeld and begin following him around. If they follow him directly from Vycinyth, some JAN operatives are waiting in the spaceport to see if he is being followed. If they see the characters, they follow them around long enough to discover what they are up to, then they'll set up an ambush (they'll probably assume the characters are Imperial agents). A favorite tactic is loading four or five people armed with rocket launchers into a flitter and hammering the target from above.

The characters will probably pick up the trail a few days or weeks after. Dr. Arkeld is not difficult to locate; his home and office are both on the Mrisst Academy campus, and discovering where these are is a matter of asking around or looking in the university directory. Again, though, a few JAN operatives watch his back at all times, and will likely pick up the characters' activities sooner or later. No doubt, an ambush is in order.

At some point, you can work Rik-Tak into the adventure, perhaps as a guide or flitter cab driver (see Chapter Eight for details on Rik-tak). Play him for comic relief, and try to make him useful to the characters; he has great underworld contacts, he can get his hands on any kind of weapon around, and so on. He is a JAN agent, by the way, but more of a pro than some of the other JAN heavies—he would rather trail along and see how much they know before he strikes.

Once the characters are on Arkeld's trail, they discover that he is associated with the Pan-Tapani Historical Society, a university club which argues for continued Tapani independence and decrying increasing Freeworlds reliance on the Empire. It is, of course, the local JAN cell's cover, and once the characters link up with it, they can widen their sweep to include the club members (most of whom are students). You should develop these characters and throw in a few ringers; not every member of the club is aware of its true purpose. Following these people around is when the characters are most likely to tip their hand.

If they slice into the university stacks the characters can discover the following about the club (difficulty levels may vary). It was founded eight years ago by Dr. Arkeld. As in social clubs, membership is restricted to those approved by the active membership. It is one of the few university clubs that accepts as members people not affiliated with the university in some way. There is no directory of active members available. Five years ago, the club moved into its current offices, which were

funded by an anonymous benefactor (a more difficult roll reveals that the benefactor was a Tapani noble named Bel Janius). Subsequent searches of the registrar's records reveal that Janius was a student of the Mrisst Academy 15 years ago. There is no mention of his house affiliation. (In fact, there is no other mention of this person at all, mainly because he doesn't exist. This is Brak Dunell, the ISB agent who has been supplying JAN with funds. You can develop this angle if you like, or ignore it.) All of this should suggest that the club is likely a cover for the JAN.

It is likely that the characters may try to break into Arkeld's home or office, or the club building. The JAN do not keep anything incriminating at any of these locations, so such a tactic won't yield much (except a small cache of weapons hidden in the club, and one or two guns at Arkeld's house). On the other hand, if you would like to run a break-in scenario, you can develop one of the above locations, and plant a datapad somewhere appropriate leading to either the JAN base in the greenstalk underworld, or the JAN camp on the coast.

The real lead to the next episode is one of the student JAN members, who eventually accepts a datapad from Dr. Arkeld and takes it up to one of the greenstalks outside of town on a flitter.

Staging Tips: Aside from the potential ambushes by the JAN, there probably won't be much action in this episode; it's mostly skulking around and investigating. To punch things up, you can create some side conflicts for the characters to deal with. If there are aliens in the group, for example, you can toss an anti-alien demonstration in their direction and see what develops (see the *X-Wing Rogue Squadron: The Phantom Affair* comics for an idea on how to stage such an encounter).

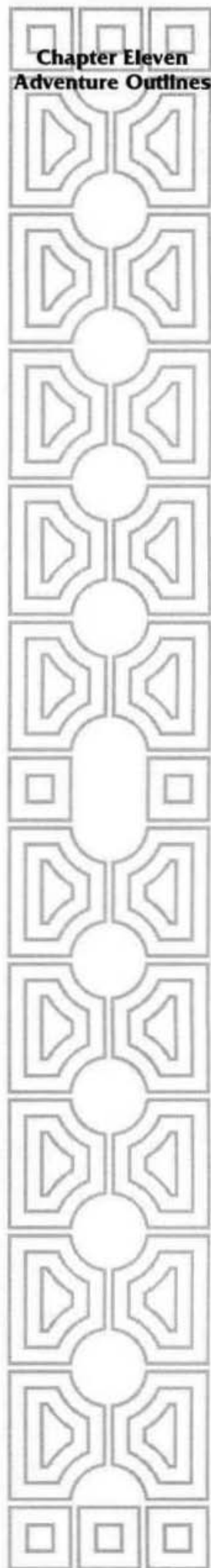
Note that it will be much more difficult for the characters to tail JAN members around if the JAN is alerted to their presence.

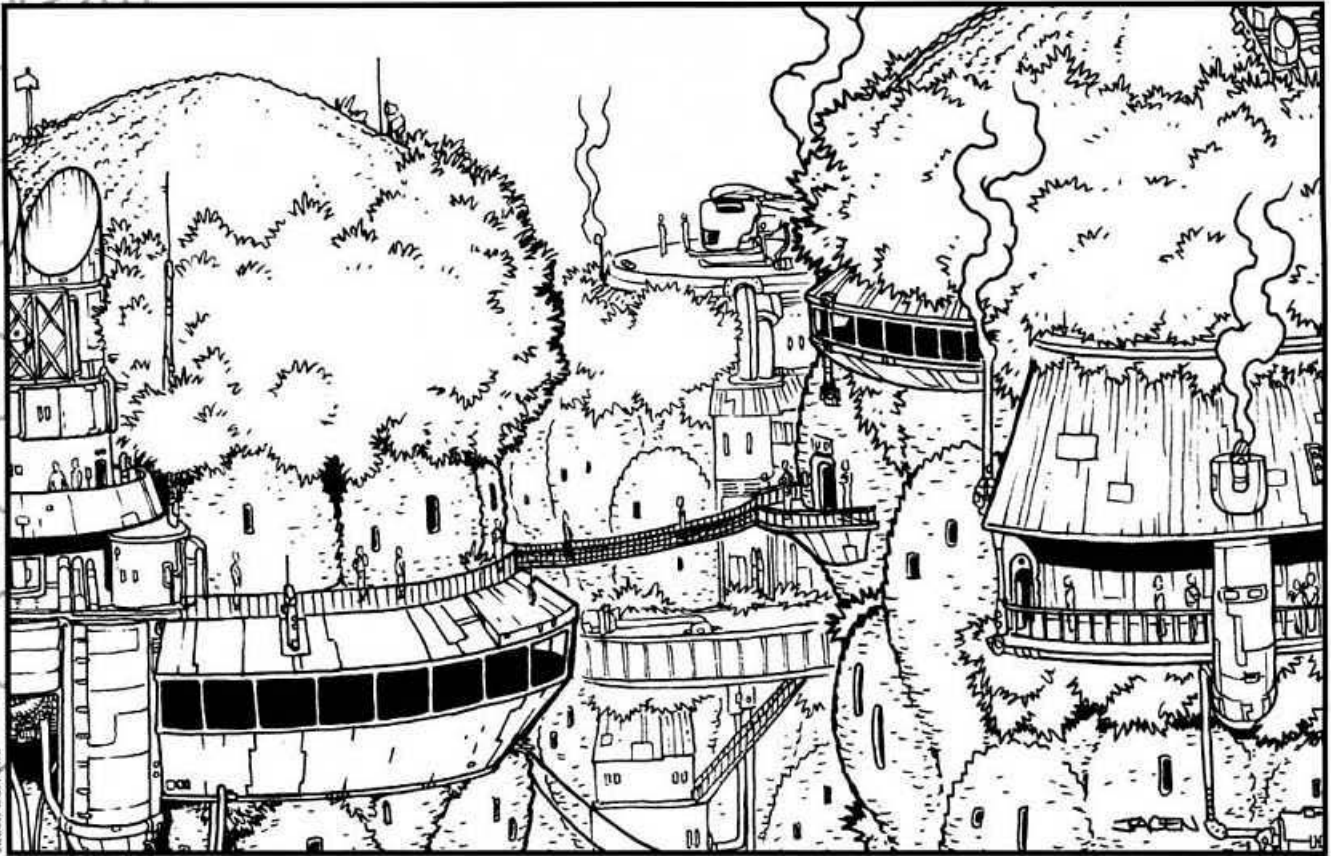
Up in the Underworld

Episode Objective: Enter the JAN's greenstalk shanty, and glean what clues they can from the place (in this case, a map leading to the secret JAN training camp).

Obstacles: The JAN, Rik-tak.

In this episode, the characters trail a JAN member to a greenstalk shantytown on the edge of the university. If Rik-tak is still around, he makes his move as they close in on the greenstalk (if he is not actually accompanying the characters, he is probably tailing them). He waits until the characters are in a vulnerable position (for example, all loaded up in a





repulsorlift and heading up the side of the greenstalk), then attacks. He prefers surprise, and will use whatever means are handy. If he is tailing the characters, he uses a grenade launcher. If he is with them, he will shoot as many characters in the back as possible, then flee to warn the JAN.

Use the art of the Mrlssti "underworld" in the *X-Wing Rogue Squadron: Phantom Affair* comics as a basis for designing your own shantytown. Place a datapad or some other prop containing the coordinates to the JAN camp somewhere secure and difficult to get to. If you prefer things a little darker, you can have the characters beat or intimidate the information out of one of the JAN operatives they capture.

If the JAN agents here are alerted to the characters' actions (and they probably will be, thanks to Rik-tak), they warn the training base to go on a higher alert.

Staging Tips: The shanty is several hundred meters above the surface of the planet. Be sure to bring home this fact when the characters are running around on the greenstalks, especially if they get into combat.

Mrlsst, with its many tall greenstalks and flitters, presents a great opportunity for a chase

scene in the sky. You could work in a flitter chase scene into any of the episodes in this adventure.

The JAN Camp

Episode Objective: Infiltrate the JAN camp and obtain more information on the JAN strike on the torpedo sphere.

Obstacles: JAN operatives, Imperial strike team.

The JAN camp is located in an underground complex on the isolated coast a few hundred kilometers from Mrlsst Academy. The characters can travel there by flitter or over land via a landspeeder. Note that the land gets quite marshy near the coast, and there are no roads leading anywhere near the camp.

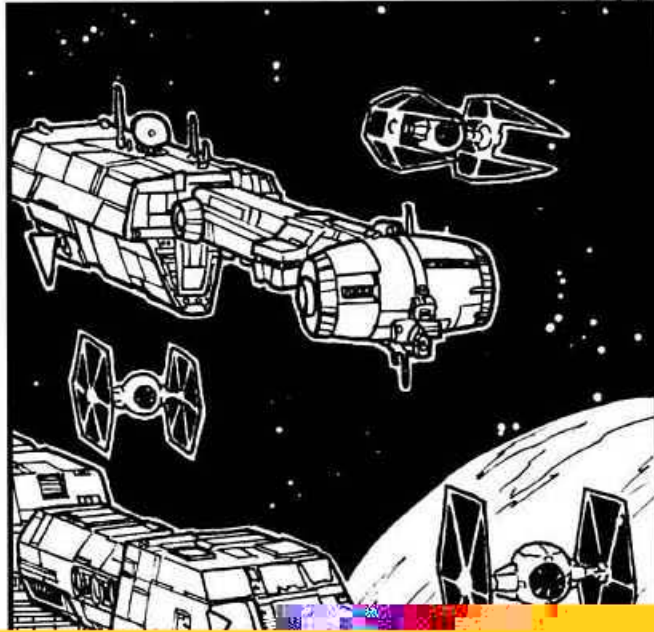
If the JAN have reason to suspect the characters might try to hit the camp, they might stage a large-scale ambush once the characters get into the wilderness.

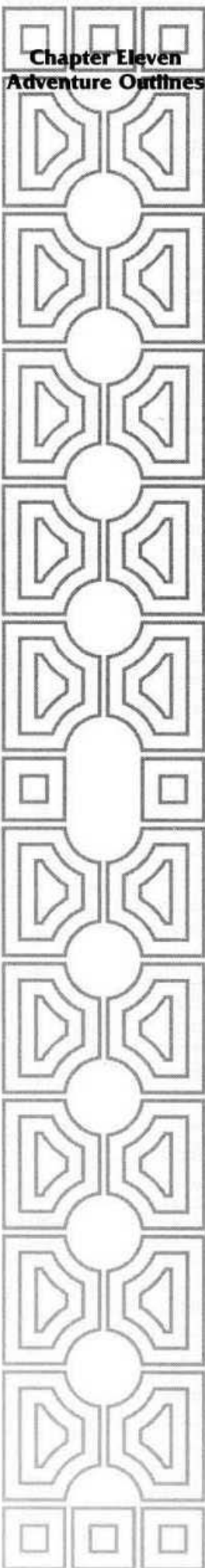
Use the map and key provided in Chapter Six for the JAN camp. If Rik-tak is still alive and at large, he slinks through the JAN camp after the characters, creating whatever adverse situations he can (warning guards, letting lose the Mynkin, etc.). He knows the features and layout of the underground complex intimately.

If you really want to shake things up, have the Ubiqtorate attack! After a months-long investigation, the Mrlsst Ubiqtorate office has discovered the JAN's secluded camp and plans to make a swift strike that happens to catch the characters in the midst (they know nothing of the torpedo sphere plot).

The Ubiqtorate cell consists of 16 humans armed with blaster rifles and wearing blast vests. The unit has a pair of modified cargo skiffs. These skiffs each sport a swivel-mounted repeating blaster, plus strategically placed transparasteel shields for added protection. Each skiff has piecemeal starfighter armor plasma welded to its hull to give it an enhanced body strength rating.

As the characters conduct their search of the camp, the skiffs sweep in from the south over the blast zone. If the characters are keeping watch on the observation platform or possess sensor equipment, they might receive early warning of the attack. The skiffs each





- Detailed floor plans to several locations of the torpedo sphere.
- Details on method used to destroy the torpedo sphere.

Adventure Five: The Gathering Storm

This isn't an adventure *per se*, but events that should play out as the date for the torpedo strike nears (see the timeline on page 47). Work these events in around whatever the characters are doing at the time. Most of this will occur offstage (meaning the characters hear about them in conversation and in news reports). Altogether, they should suggest to the players that things are coming to a head.

The pirate attacks—the boldest in Tapani Sector since the Empire came to power—take everyone aback. They are tremendously successful; Cadriaan and Freeworlds defense forces take tremendous losses because the pirates attack them at their weak points. Many speculate that the pirates have insiders in the sector defense forces (this is true). The bacta convoys come to a virtual halt.

The Empire sends a few scout ships out to supplement the sector forces, but the pirates dodge these neatly. Finally, intense pressure from the bacta companies and sector authorities (and a curt call from Imperial Center directing the moff to take care of things) forces Moff Gustavu to commit himself. He orders Tallaan's Imperial Star Destroyers into action.

This is the move the conspirators have been waiting for. With Tallaan's protective force stripped away, the JAN strike team leaves Mrlsst and heads for Tallaan. Meanwhile, one of the conspirators in the Chamber leaves an anonymous tip for the Imperials letting them know where they can find the Nok Cartel. The Imperials ambush the pirates and destroy them (thus removing a direct link pointing to the Mining Guild).

Mining Guild members in the know begin moving assets away from Tallaan and out of the sector. Xizor Transport Systems follows suit a few days later, not because its officials know anything, but because they have a good sense that something big is going down. They aren't the only ones. The nobility, media, and government are abuzz with speculation about what is coming.

Adventure Six: Assault on the Torpedo Sphere

Background

If the JAN strike team is still in action on the strike date, it infiltrates the torpedo sphere to sabotage it. If the characters have taken it out on Mrlsst, the backup spy team already aboard the sphere attempts to do the job.

This adventure is a free-form scenario. You'll need to run it only if the characters decide to take on the JAN operatives on the sphere, or if for some reason they are trying to help blow it up. Use the information and maps provided in Chapter Six to conduct the raid. If the characters don't concern themselves with the sphere, one of the JAN groups succeeds in blowing it up (proceed to the Epilogue).

Factions

There are four factions operating on the sphere during the climax: the two JAN teams, the characters, and the Imperials. Depending on what the characters do and where they go, they will encounter one or more of them. Be sure you understand all these factions before running the adventure—including their leaders, motives, and actions—so the climax will run smoothly. The torpedo sphere's complement of guards can intervene when the action slows up, or at inopportune times and locations.

You can further confuse matters with the arrival of more factions. We include a spoiler faction here in the form of the Pelagia Freedom Force, which has arrived to blow up the sphere. But other groups can get into the action if you like. What if the Ubiquitorate have tracked the JAN here at last? Or do the vigilantes of the Firebird Society arrive to foil Pelagia's Freedom Force's reckless plans? Get as entangled as you dare.

The JAN Strike Team. After weeks of training on Mrlsst, the strike team has arrived on the sphere to do its mighty deed. The strike team, lead by Kelsek (see page 25), consists of 20 operatives.

The JAN strike team members are disguised as an ISB security team sent to audit the sphere on recent security upgrades. They arrive via shuttle in one of the hangar bays and are greeted by four of their spies disguised as naval troopers. They swiftly pass through security stations, crew clusters, and storage facilities. Then, via a series of turbolifts, they pass through the DER targeting control rooms, past the torpedo launch stations, and down to the maintenance

level. They finally enter a maintenance access shaft and proceed to the reactor core.

Once in the upper reaches of the reactor core, they begin placing detonite charges. These charges are primarily placed on coolant conduits, but a few are also placed near the core itself. Setting these charges takes close to an hour, and the timers are set for another hour before detonating. By this time, the remaining four JAN spies (disguised as technicians) arrive in the torpedo launch rooms. If anything goes awry, they begin launching torpedoes at Tallaan, incoming ships, or the bacta distribution platform.

The strike team members then head back to the hangar bay to flee on their shuttle. The naval troopers accompany them, but the four technicians stay on the sphere to ensure that the charges go off, manning the torpedo launch stations.

The JAN Spy Team. This small team infiltrated the sphere month ago (to get floorplans for the JAN training camp) and is now prepared to ensure the plot comes to fruition. Should the characters defeat the strike team on Mrlsst, these spies initiate a back-up plan to destroy the station on their own. The team of spies consists of eight human JAN operatives. Four are disguised as naval troopers and four are disguised as technicians. They are not well-equipped, and must make do with the small amount of detonite they've smuggled on board.

The four technicians smuggle their detonite to the naval troopers. The troopers head to the proton torpedo storage chamber and begin placing charges on the torpedo heads. This takes half an hour. When finished, they head back to the torpedo launching station for added protection with the technicians. The timers are set for a half hour.

The four technicians seal themselves into the launch control station, only allowing the trooper spies in. Minutes before the detonation of the charges, the technicians begin launching torpedoes at random ships, urban populations on Tallaan, and at the bacta distribution platform. This barrage continues for several minutes. Then the technicians begin targeting the sphere itself, starting with the bridge. When the charges detonate, they set off a chain reaction of explosions from the thousands of warheads stored there. Coupled with the torpedo blasts in sensitive locations, the explosion is enough to tear the sphere apart over the span of a few minutes.

Pelagia Freedom Force. The Pelagia Freedom Force contacted Alliance HQ requesting permission to take out the torpedo sphere. It never received orders, so Zanthé Nadia took

the non-reply as a "yes." Her goal is to destroy the sphere, making sure that it can't be used as a weapon against planets allied with the Alliance.

Nadia's cell placed three spies on board the sphere shortly after its arrival on Tallaan. Her team consists of 11 more operatives, plus a pair of pilots running a decoy.

Using a pair of Y-wings, the cell's best pilots create a diversionary attack on Imperial shipping nearby to draw Imperial picket ships away from the sphere. Nadia and the rest of her cell are in nine *Manta*-class starfighters attached to the belly of a huge container ship in the shipyards. The Mantas detach, speed toward the sphere, and land inside its inverted firing cone, using their magnetic clamps to gain purchase. Equipped with vacuum suits, Nadia and the 11 operatives make their way down a torpedo tube. The three inside operatives unlock a hatch so they can enter the torpedo storage bay.

Once in the bay, the Rebels place their detonite charges (this takes about 15 minutes). It doesn't require many charges to set off the thousands of armed torpedoes stored here. The timers are set for a half-hour delay, and the team escapes back out the launch tube into the Mantas.

It is likely that the Pelagia Freedom Force will run into the JAN back-up team while moving about on the sphere. The resulting firefight could be interesting if the characters show up to make it a two-way battle (soon to be a three-way battle as soon as the stormtroopers show up).

If the full strike team is taking out the sphere, it might be a good idea to have a stormtrooper patrol discover Nadia's band. When the stormtroopers use their comlinks to summon aid, the characters could learn of the attack and move to prevent it.

Staging Tips: With all the factions vying for the destruction of the sphere, what happens to the characters? You need to make sure they get wind of what the factions are up to so they can make informed decisions. Here are a few ways to tip them off:

- They intercept a comlink message from security on the discovery of a faction.
- They intercept a comlink message from troops responding to a faction's actions.
- Searching computer files reveals signs of a faction's activities (such as the opening of the torpedo storage bay hatch).
- They actually run into or witness members of a faction during an operation. Consult each faction's plan to determine its route and locations.

Preventing the JAN from destroying the sphere won't be easy, but the characters should have supplies from the JAN camp to help them. Allow the players some time to plan their method of intervention. It is up to you to determine their success, based on the notes in this chapter and the layout of the sphere presented in Chapter Seven.

The arrival of the Pelagia Freedom Force should be quite a surprise to all factions. If possible, allow the characters an opportunity to deal with Zanthé and her desperate band. It may result in a new alliance, or in the confusion, it may lead to a Rebel vs. Rebel firefight.

By the way, if the sphere does go, don't just blow it up like the Death Star. Have it tear itself apart slowly from the inside, and then careen as a flaming fireball towards the surface of Tallaan—perhaps at one of Tallaan's most populated cities.

Epilogue

Whatever happens, the outcome of the mini-campaign is the same: the Imperials have the excuse they need to take a more active hand in ruling the sector, and will invade sooner or later. How soon this happens depends on your intentions for the sector—and whether the sphere exploded or not. You have quite a bit of leeway in when you bring the Empire roaring in, as we have already discussed. You don't even have to run this campaign to get them there. However, fair warning: you can expect to see more of an Imperial presence in the sector in upcoming *Lords of the Expanse* supplements.

If the sphere blows up and tumbles into Tallaan, the Empire won't delay in taking action. It may not invade right away, but it will definitely send new forces to police the area and beef up its planetary garrisons. An Imperial investigation may or may not lead to the

conspirators (your call). If it leads back to Melantha's privy council, House Melantha is in big trouble. So is the Mining Guild.

Sooner or later, the annexation of the Freeworlds is inevitable. The Freeworlds will be forcefully occupied and made into a new rump sector called the Shapani sector. Its pliable governors and moff will be replaced with forceful new leaders, and a grand moff will be appointed to supervise Tapani and Shapani sectors.

If the JAN fails and the sphere is not destroyed, the process is the same, but is more subtle and gradual. The Empire is sure to catch wind of the attempt (if only because so many people are running around their torpedo sphere). Alarmed by the appearance of anti-Empire sentiments in Tapani sector, the Emperor decides to accelerate his plans—over the course of the next year, the Empire moves into the Freeworlds. The campaign starts with pro-Empire propaganda, reassignment of Imperial governors, and an active campaign against anti-Imperial supporters. Sooner or later an anti-Empire group is sure to take offense, and when it does, the Imperials have the pretext to invade (if no pretext presents itself, the Imperials are prepared to manufacture one).

If the characters prevent the destruction of the sphere, they are rewarded privately but handsomely by House Cadriaan. Their cell is strengthened, and the new Imperial activities will soon swell its ranks. If you want to shift gears in the campaign toward the Houses, you can always have House Cadriaan knight the characters!

If the sphere blows up, the characters may not be feted quite so handsomely by House Cadriaan, but the new era of Imperial occupation is sure to prove fertile ground for further adventures!



House Barnaba



House Cadriaan



House Calipsa



House Mecetti